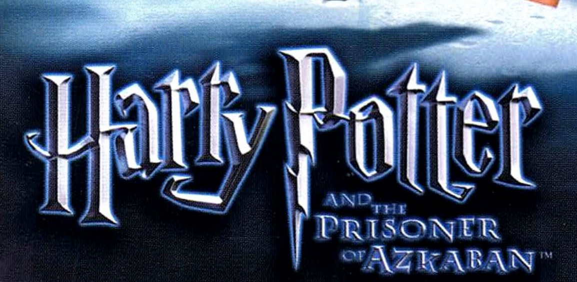


NINTENDO GAMECUBE • GBA • DS
NGC
ISSUE #95
JULY 2004 / £3.99
100% UNOFFICIAL
INDEPENDENT NINTENDO GA
FREE BOOK!
2 NEW NINTENDO CONSOLES DS & REVOLUTION
FREE! GUIDE TO DS!
OFFICIAL UNVEILING
INDUSTRY VERDICT
NINTENDO'S FIRST GAMES
THE LEGEND OF ZELDA
HOW LINK'S AMAZING NEW LOOK MADE A GROWN MAN CRY…
73 HOT NEW GAMES!
METROID DS
MARIO TENNIS
CALL OF DUTY
JUNGLE BEAT
STAR FOX
MORE!…
ROCK-HARD REVIEWS
SONIC ADVANCE 3
MARIO GOLF
PIKMIN 2
WWE DAY OF RECKONING
WORLD EXCLUSIVE PREVIEW! We've played it to death – now get our verdict!
RESIDENT EVIL 4
More incredible gameplay details!
METROID PRIME 2
Hands-on with a Samus deathmatch!
DS DEBUT
DUAL SCREEN PLAYTEST! In-depth guide to the first twin-screen games
JULY 2004
£3.99
07
9 771475 584029
gamesradar.com

TAKE YOUR FRIENDS ON YOUR NEXT ADVENTURE.



PLAY AS HARRY, RON AND HERMIONE AND OVERCOME THE DEMENTORS.™



New RPG exclusive on Game Boy Advance™! Find and trade collector's cards to unlock secret items and perform powerful jinxes.



Play as Harry, Ron and Hermione. Discover new magical items, learn stronger spells and encounter a host of magical creatures at Hogwarts™.



All-new Mini-Games, including Buckbeak's Hippogriff Glide, Tea Leaf Divination and Wizard Cracker Pop-it.



www.harrypotter.ea.com
www.harrypotter.com



GAME BOY ADVANCE



Challenge Ever

NGC
INDEPENDENT NINTENDO GAMING

30 Monmouth Street, Bath, BA1 2BW
Tel: 01225 442244
E-mail: *NGC@futurenet.co.uk*

EDITORIUM
Editor Marcus Hawkins
marcus.hawkins@futurenet.co.uk
Art Editor Paul Edwards
paul.edwards@futurenet.co.uk
Reviews Control Martin Kitts
martin.kitts@futurenet.co.uk
News Still a Learner Geraint Evans
geraint.rhysevans@futurenet.co.uk
Production Editor Miriam McDonald
miriam.mcdonald@futurenet.co.uk

CONTRIBUTOTUTION
Mark Green, Jes Bickham, Effy…

PRODUCTISH
Senior Co-Ordinator KIRSTY BELL!
Production Manager Rose Griffiths
Commercial Buyer Colin Polis

CIRCULASHION
Product Manager Russell Hughes
Subs Overlord James Greenwood

ADVERTISEMENTED
Advertising Director Jayne Caple
Advertising Manager Darren Gratton
Classified Executive Ben Pearson

MANAGOCITY
Assistant Publisher Matthew Pierce
Group Publisher Mia Roberts
Editorial D'rector Jim Douglas
Overseas Licensing Simon Wear

SUBS & DISTRIBUTION
Future Publishing Ltd, FREEPOST BS4900,
Somerton, Somerset TA11 7BR.
Tel: 01458 271184

Distributed by Marketforce (UK) Ltd, 5th Floor, Low Rise Building, Kings Reach Tower, Stamford Street, London SE1 9LS
Telephone 0207 633 3300

Overseas distribution by:
Future Publishing Ltd. Tel: 01225 442244

Printed in the UK by TPL Ltd





Media with passion

Future Publishing Ltd is part of the Future Network plc.
The Future Network produces carefully targeted specialist magazines for people who share a passion. We aim to satisfy that passion by creating titles offering value for money, reliable information, smart buying advice and which are a pleasure to read. Today we publish more than 100 magazines in the UK, US, France and Italy. Over 100 international editions of our magazines are also published in 30 other countries across the world.

The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).

www.thefuturenetwork.plc.uk

Future Games: The First Choice For Gamers
This magazine is brought to you by Future Publishing Ltd., the makers of Edge, PC Gamer, GamesMaster, Max, PSM2, PlayStation2 Official Magazine-UK, The Official UK PlayStation Magazine, Official UK Xbox Magazine, XboxGamer.



E3 KINGS

Well. It's all happening now. "Summer's the traditional lean time" videogame magazines are fond of trotting out (and **NGC**'s probably guilty of on occassion). But this year, things are very different.

We've got some entertaining releases arriving over the next couple of scorching months (*Spider-Man 2* and *Splinter Cell: Pandora Tomorrow* are currently keeping us entertained), but, more importantly, we've got the amazing new games and hardware revealed at the Electronic Entertainment Expo to pore over. This issue, we've stripped out our regular news and previews pages to make way for our unrivalled coverage of E3's revelations. We've crammed in all the Gamecube and GBA games you need to know about. We bring you the full hands-on verdict of DS and its first raft of games and demos. We tell you all about new-look Link in *The Legend of Zelda* (and reveal new details from a behind-closed-doors presentation of the game). Pages and pages of info you won't find anywhere else. Enjoy the issue…

Team NGC
NGC@futurenet.co.uk



TURN TO PAGE 6
To start swimming in the sea of GC, GBA and DS delights…

SUBSCRIBE TODAY!
Go to page 112, where for a small amount of cash you can get three free issues and a free joypad. No excuses!

TURN OVER THE PAGE!
To see how many hot new games we've rammed into your copy of **NGC**!

WHY WE'RE No.1 FOR NINTENDO

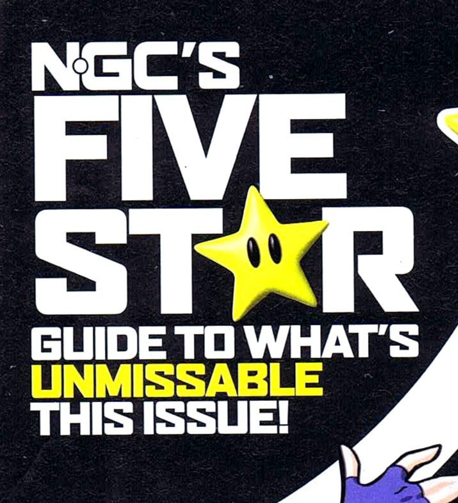
NGC's the result of over a decade of gaming genius – so you're the best-informed Nintendo gamer around.



■ First there was the SNES, and Super Play came out alongside it – fanboys rejoiced.

■ A new machine meant a new magazine – but one with the same high standards.

■ Now we've got Gamecube, and you've got **NGC**. Over a decade of Ninty love here…



GUIDE TO WHAT'S UNMISSABLE THIS ISSUE!

1 PAGE 8

DS REVEALED

TWICE THE EXCITEMENT! After all the rumours and speculation, DS is revealed. We go stylus-on with the handheld of the future.

2 PAGE 48

WWE DAY OF RECKONING

EXCLUSIVE We've played it more than anyone – check this out.



PAGE 8

NINTENDO DS REVEALED!

WE'VE PLAYED ALL THE GAMES – AND ALTHOUGH THEY EVENTUALLY PRISED THE DS OUT OF OUR HARD-GRIPPING FINGERS, WE'VE GOT ALL THE INFO FOR YOU…

MEET ENJiKi

Our mascot has a new hero, and has been posting pictures of Nintendo's Reggie Fils-Aime everywhere. He's an unlikely pin-up, we admit, but she finds his kick-ass stance gratifying. If he wants to take her name it's ENJIKI. Got that? Pinkjiki has had nothing to say about the posters, but has taken 'loo paper' off her shopping list. Reg, it seems, is going where no man has gone before…



WHAT'S IN NGC?

More fun than you'd think we could cram into one month…

PREVIEWS

These are the big 'uns, but we've got many more!

NEWS

What's happening in Nintyland

EXTENDED PLAY

Getting more from your favourite games

REVIEWS

Ways to blow your hard-earned cash



E3 NINTENDO'S REVOLUTION BEGINS...

Nintendo DS revealed! Nintendo 'Revolution' confirmed! *Adult* Link!



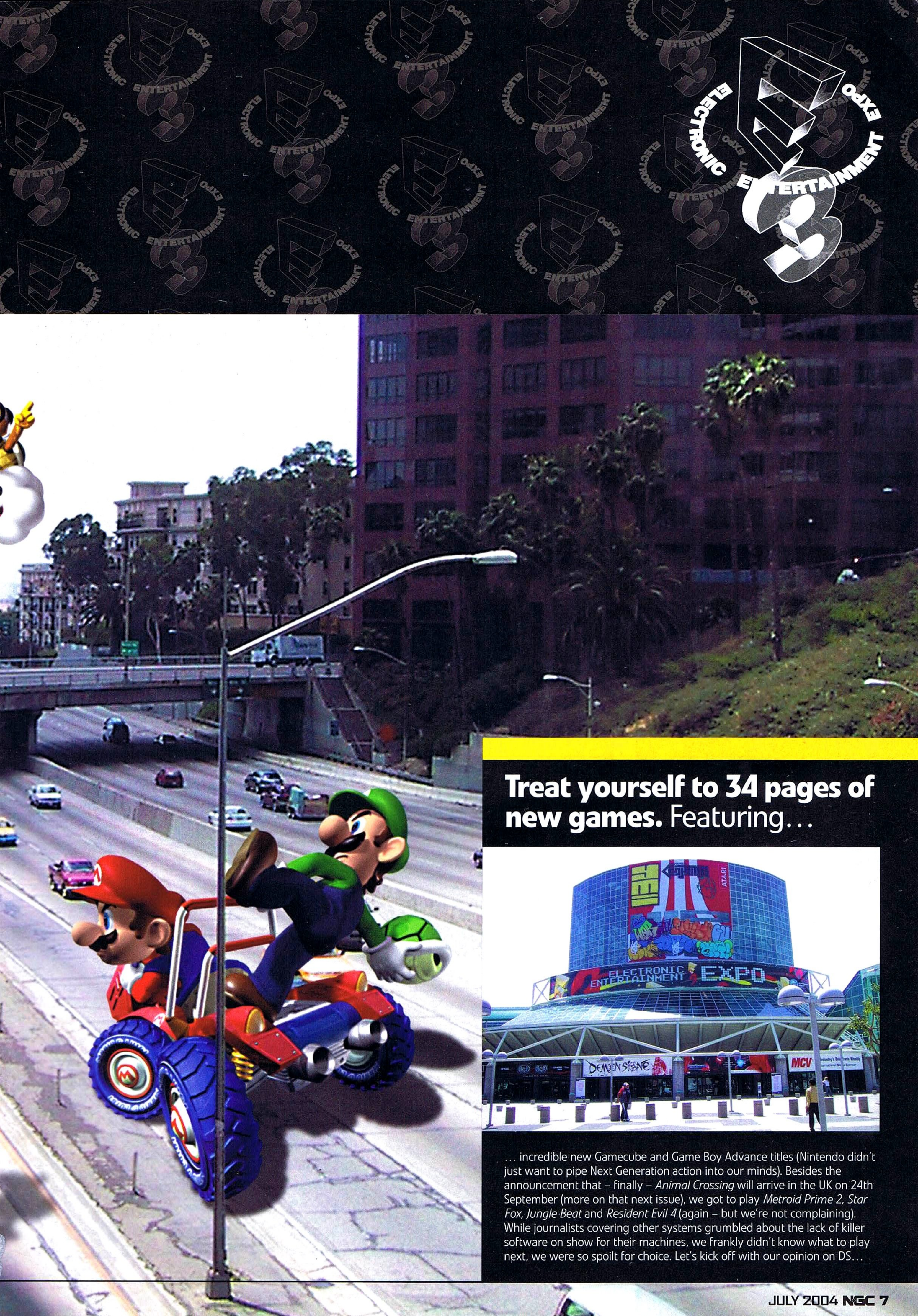
Like Christmas, E3 comes once a year. Unlike Christmas, this year's show wasn't a terrible anticlimax.

Nintendo delivered a triple-whammy of thrills before the show had even started. First up, we were presented with the long-awaited debut of DS. As if that wasn't enough, Nintendo confirmed that their next home console – referred to as 'Revolution' by industry insiders – was go-go-go.

"I want you to know that Nintendo is working on our next system, and that system will create a gaming revolution," Nintendo President Satoru Iwata revealed, adding "internal game development is under way. When the impact of the new home machine comes, our revolution will be there. I suppose I could give you a list of our technical specs – I believe you'd like that – but I won't for a simple reason: they really don't matter. The time when horsepower alone made an important difference is over. From this time on, we must create more unprecedented experiences, the same way we have with Nintendo DS. So let me repeat, our Revolution is well under way. When you see it, you'll be excited, because you will experience a gaming revolution."

And then we get to see Shigsy 'being' new-look Link. *Unbelievable!*

DID YOU KNOW? *Mario Kart's* coming to DS! You did? Oh. You've already looked at page 11, then...



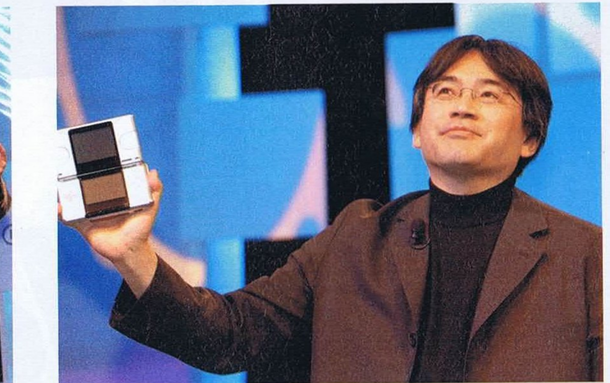
Treat yourself to 34 pages of new games. Featuring...

... incredible new Gamecube and Game Boy Advance titles (Nintendo didn't just want to pipe Next Generation action into our minds). Besides the announcement that – finally – *Animal Crossing* will arrive in the UK on 24th September (more on that next issue), we got to play *Metroid Prime 2, Star Fox, Jungle Beat* and *Resident Evil 4* (again – but we're not complaining). While journalists covering other systems grumbled about the lack of killer software on show for their machines, we frankly didn't know what to play next, we were so spoilt for choice. Let's kick off with our opinion on DS...

HERE TO KICK ASS AND TAKE NAMES...

Introducing Nintendo's show-stopping new hardware.

△ "Reggie" whips out a DS, to polite applause from the international attendees and, "Yeah, frickin' A!" from the Yanks.



△ Twenty minutes later Satoru Iwata tries the same trick, having forgotten that somebody just stole his thunder. Clap, clap, clap.

NINTENDO DS REVEALED

Like nothing you've played before...

Here it is – the Nintendo DS. Or rather, the Nintendo 'Name To Follow', as the 'DS' tag (Dual Screen / Developer System) will be replaced by something more exciting when the system is launched in late 2004 (Japan and US) or Q1 2005 (Europe).

Top dog Satoru Iwata claimed that DS is the invention Nintendo are most proud of in their long history of gaming innovation, and to see the thing in action, well… it really is something else.

With processing power pitched slightly higher than an N64, it's not going to outperform Sony's PSP in any benchmark tests, but that's the last thing any right-minded gamer will think about after a few minutes playing around with one of the E3 prototypes. As Iwata said, "I could tell you the tech specs but won't, because they really don't matter."

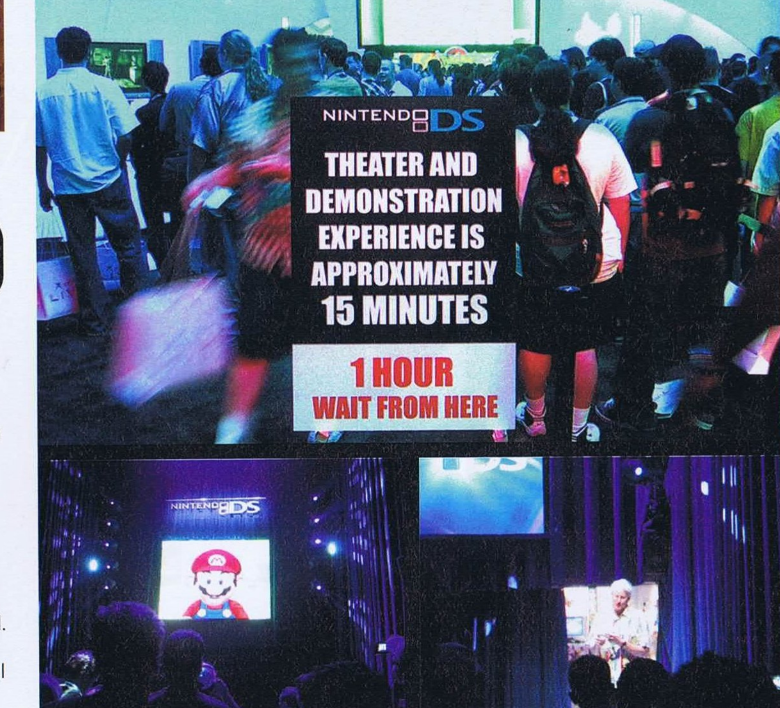
DS is a radically different piece of hardware for playing radically different software. The touch-sensitive lower screen can become anything from an interactive playing area to a keyboard, a control panel, a sketch pad or anything Nintendo's designers can think of.

It supports 16-player wireless link-ups using only one game cartridge and has wi-fi internet connectivity. It has a built-in microphone and can be trained to recognise its owner's voice. Yes, it looks a bit like something from Tiger Electronics, but the prototype casing may well evolve before the machine is released.

We played it to death at E3, and came away absolutely gob-smacked. DS will play host to some astonishing games, and you'll see the tech demo hints as to what they might be over the next few DS-format pages. Analogue sticks are *so* 1996, you know.

THE DS EXPERIENCE...

If you wanted to play DS at E3, here was where you started waiting. Eventually you'd be taken into a waiting room where an animated Mario head taunted the crowd. When enough people were gathered, Charles Martinet, the man behind the voice, popped out to say hi and talk about how great DS was. He did this every 15 minutes for three days.





IN ACTION

As you can see from these pictures, DS is roughly the same width as a GBA and about 50% thicker, thanks to the clamshell lid. It's comfy but it could be just a little more streamlined.

THE TRADESMAN'S

The back of the DS has two round shoulder buttons and not a lot else to see. There's a headphone socket, thankfully, and two media bays – one on the top for DS games, another on the bottom for GBA cartridges. It's comfortable to hold, although the buttons on the prototype models weren't machined to Nintendo's normal high standards.

THE MEDIA

DS games come on tiny memory cards with a very high capacity. A separate port holds GBA carts or add-ons such as cameras…

THE REST…

MICROPHONE
The microphone port allows users to chat over the internet while playing, or control games using voice commands.

WIRELESS NETWORKING
Up to 16 machines can be linked at a range of up to 100ft (guaranteed to 30ft). Single-cartridge link-up is supported. Wireless internet capability allows players worldwide to connect at a wi-fi hotspot and compete via a central gaming hub.

GRAPHICS
Sixty frames per second, with effects such as fog and cel-shading.

SOUND
Sixteen-channel stereo via headphones.

POWER MANAGEMENT
Built-in rechargable battery. Sleep mode for saving game status. DS can reactivate itself from Standby mode when receiving a message from another user.

PIXEL PERFECT

The lower screen is accurate and durable. We saw people pressing them hard enough to distort the image, but they never broke.

PENCIL POWER

You can caress the touch screen with your naked finger or, if you don't want a film of grease and snot all over it, a stylus. The one shown here is an E3 promo model that lights up. Some DS machines had a smaller PDA-style pen, although none of them had an obvious space in the casing to store the stylus when it's not being used. Nintendo took 15,000 styluses to E3 – so the handful we pinched shouldn't be missed.

ONLY FOR NINTENDO DS: THE GAMES...

The first things you might be playing.



METROID PRIME HUNTERS

Gorgeous graphics, shame about the control system.



"Here's a new *Metroid* game, running on DS," announced Nintendo's new name-taking ass-kicker Reggie, and the crowd went wild – understandably so, because it looks incredibly similar to *Metroid Prime* on Gamecube. For anyone who doubted the 3D performance of DS, this was a reassuring demo.

It's better to watch than to play, though. Handling like a traditional first-person game, you drag the stylus across the screen to look around, and press the D-pad or buttons to move. Tapping the screen fires a weapon, but since you have to repeatedly lift the stylus and replace it on the other side of the screen when it hits the edge, there's no way to turn more than about 15° without unleashing an unwanted stream of power beam shots.

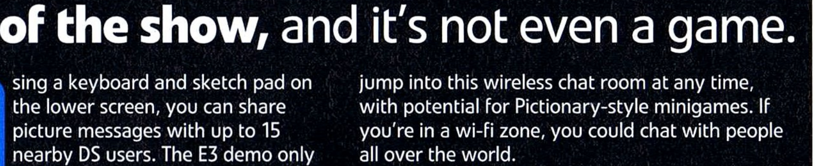
The aim is to battle three other players, like the multiplayer mode in *Echoes*, but the control system is really going to have to change before it could possibly be released as a full DS game.





PICTOCHAT

Star of the show, and it's not even a game.

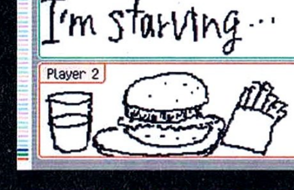


Using a keyboard and sketch pad on the lower screen, you can share picture messages with up to 15 nearby DS users. The E3 demo only worked with two, but it's easy to see how this could be the 'killer app' for DS.

The machine wakes up from standby when it detects an incoming message, and any pictures you receive can be stored or sent back with your own personal amendments. Other DS users can jump into this wireless chat room at any time, with potential for Pictionary-style minigames. If you're in a wi-fi zone, you could chat with people all over the world.

Of course, it also has potential for abuse – if your DS is on standby you might receive unwelcome messages unless there's some sort of filter to lock out troublemakers. As long as everyone plays nicely, in the true spirit of Nintendo, it will be great fun.



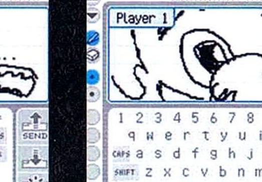












SUPER MARIO 64x4

N64 classic reborn.



It's *Super Mario 64* with a twist – a giant Chain Chomp drags a star around the castle grounds while four players battle it out to grab the prize. It's possible to grab a winged cap and take to the skies while punching Wario, Luigi and Yoshi.

The opening Bob-omb level was playable for just one player, and the graphics looked smoother and more detailed than on the N64 – Chain Chomp's teeth had a metallic sheen, for example.

The stylus is used to move the camera by tapping the map on the lower screen. However, playing the game with a D-pad (you hold the Y button to run) wasn't entirely satisfactory, so we really hope Nintendo builds some kind of analogue stick into the finished DS.





△ Tap the lower screen to move the camera elsewhere.

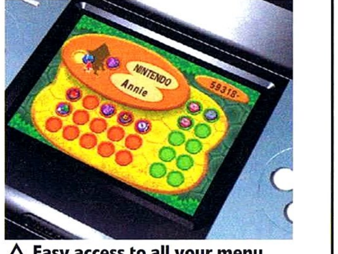
ANIMAL CROSSING

The virtual community with a touch screen heart.



Looks exactly like the Gamecube title, which itself wasn't much different from the original N64 version. While it wasn't playable at the show, a video demonstration showed how the touch screen brings a new dimension to typing messages, selecting items and drawing patterns. You can bet there'll be some kind of online link-up mode too, which is exactly the sort of thing the Gamecube version could have done with.





△ Easy access to all your menu items on the lower screen.

WARIO WARE INC.

Miniature madness, stylus style.

A selection of stylus-based games, thrown from the upper screen by a manic, 3D Wario.

We enjoyed chopping flying vegetables using the stylus as a sword, and scratching Wario's back, but there were very few minigames on display, so the same ones kept cropping up every time. Give it some sort of multiplayer mode like *Made In Wario* for the Gamecube, plus a huge selection of innovative new games, and it's a surefire hit.

△ The upper screen shows the game instructions and time limit.

MARIO KART

Oh. My. God.

Sadly not playable at the show. Nintendo's promo video shows Mario and the gang speeding around the Yoshi circuit from *Double Dash*, this time with only one character per kart. The lower screen displays the map during a race, so touch screen functionality might be limited to menu selections and pre-race online chat. The wireless internet function of DS is likely to signal Nintendo's long-awaited embracing of online gaming. About time too.

NEW SUPER MARIO BROS

It's-a him, you know.



This video demo is an update of Mario's classic breakthrough platformer, with the addition of a new super mushroom that makes our hero swell to screen-filling dimensions. The use of polygons lends silky animation to the game, and the action appears to occur on both screens simultaneously. No doubt we'll learn more towards the end of the year.







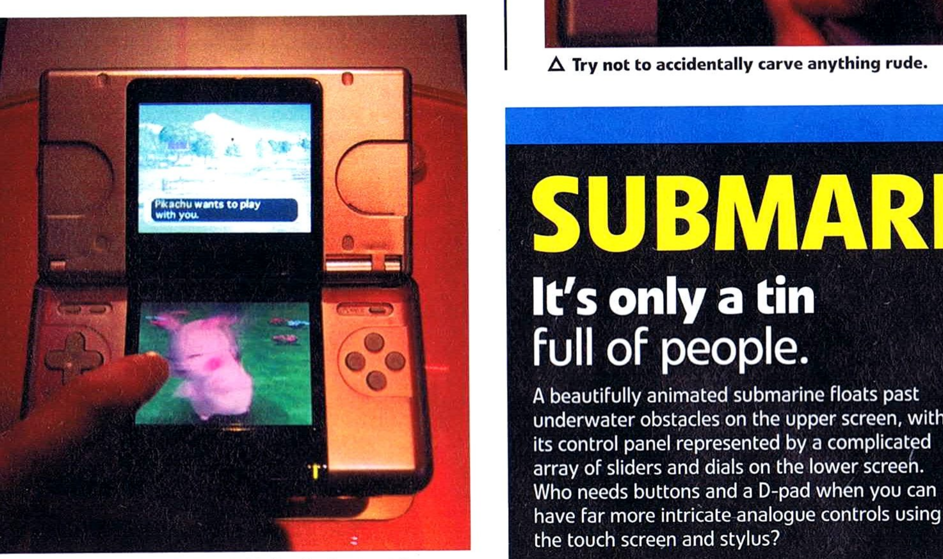
ONLY FOR NINTENDO DS: THE DEMOS...

Showing off the machine's technical potential.

PIKACHU DS

Like touching cloth.

This was our favourite demo – a *Pokémon Channel* sort of thing (but better), controlled entirely using the stylus. Tickle Pikachu to start the game and a menu of eight different activities appears. You can strum a guitar and tap a xylophone to make Pika dance or trace a picture of the little fella as he holds a pose. The deformable Pikachu model is as smooth as the one in *Pokémon Colosseum*, amply demonstrating the system's 3D prowess. Voice recognition would be a must if this ever becomes a commercial product.



△ **He know when he's being tickled – don't go too far.**



△ **Try not to accidentally carve anything rude.**

CARVING

The DS arts and crafts show.

Choose from cylinders made of wood, metal, watermelon or a textured block with Mario's face printed through it like a stick of rock. Your chosen material spins around as if attached to a lathe, and you can carve precise table-leg patterns using the touch screen. If nothing else, it might make a decent *Wario Ware* minigame, and shows off the accuracy of the DS stylus – the slightest touch shaves tiny bits of material from the cylinder.

SUBMARINE

It's only a tin full of people.

A beautifully animated submarine floats past underwater obstacles on the upper screen, with its control panel represented by a complicated array of sliders and dials on the lower screen. Who needs buttons and a D-pad when you can have far more intricate analogue controls using the touch screen and stylus?

TABLE HOCKEY

Broken fingernails.

It's air hockey, DS-style. Grab the paddle on the lower screen and use it to propel the puck past a computer opponent in the upper screen. Like most of the tech demos, this was simple and short-lived. Again, it could be suitable for a *Wario Ware* minigame, and would benefit from some wireless link-up play.



△ **You want one of these, don't you? Admit it – you love it.**

PAC 'N ROLL

Trackball-pencil transformation.

On the upper screen there's a 3D maze filled with ramps, power pills and ghosts. The lower screen is filled with a large, spherical Pac-Man, which you spin like a trackball using the stylus. It's a great control method – there's also a minigame in *Wario Ware DS* that works in the same sort of way. Essentially, the lower screen can become any kind of controller that a DS developer can dream of – we look forward to a touch-sensitive update of *Marble Madness*…



△ Contrary to internet rumours, both screens can display polygons – at the bottom is a 3D trackball.

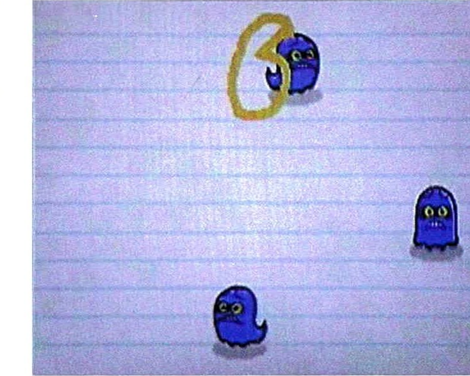


△ The camera moves to give the best view and you spin the ball to get Pac-Man up the ramps.

PAC PIX

Sketch it yourself.

Have you ever seen a computer game take your own crude drawing and animate it on the fly? Probably not. In this unique demo you draw Pac-Man's familiar outline, starting with the mouth, and the DS sends your drawing chomping off around the screen in search of ghosts. Drawing a line in front of your misshapen mutant makes it turn in the direction of your stylus stroke, and it carries on until it either runs out of ghosts or waka-wakas off the edge of the screen. The upper screen is used for displaying the scoreboard.



△ As long as you begin with the mouth and draw in a single stroke, DS will animate virtually anything.

NINTENDOGS

Walking the DS – the ideal pet for the dual-screen lifestyle.

Well… This one was only shown on video, but it does appear in Nintendo's catalogue of current projects. It's a virtual pet game, starring a puppy that reacts to voice commands. We've no idea what else it does, but this one has Shigsy written all over it – remember *Cabbage* for the N64? Perhaps you could use the stylus to rub the mutt's nose in its doings after it dollops on your lovely, clean screen. Or perhaps we're making that bit up.

△ Bark at it and it barks back. Luckily it doesn't make your house smell like a faeces-spattered abattoir.

MARIO'S FACE

Stretch and go.

And Wario's face too. As in the title screen from *Super Mario 64*, you can stretch various parts of the faces to create happy-looking mutants. Mario and Wario swap places by jumping into a warp pipe on the upper screen, while on the lower screen you can apply instant toon-shading to your delightfully deformed creation.

△ Pull him around, give him a bit of toon-shading, then swap him for Wario and start over again.

SPECIAL FX

Far out, dude.

A trio of whimsical effects demos using the stylus to tap out a rhythm on a beat box, influence patterns on the upper screen and create trails of smoky plasma. It was meant to fire the imagination of third-party developers. We'd say it shows that DS could be an incredible machine for innovative, intuitive music games.

BALLOON TRIP

Draw your own game levels.

Despite being billed as a technical demo, this looked pretty close to being a proper game. The vertical level stretches across both screens, the aim being to draw clouds and bubbles to guide Baby Mario past hazards as he falls through the air. With a little bit more work, this could turn into the DS equivalent of the brilliant *Kuru Kuru Kururin*.



△ Everything you draw floats to the upper screen.



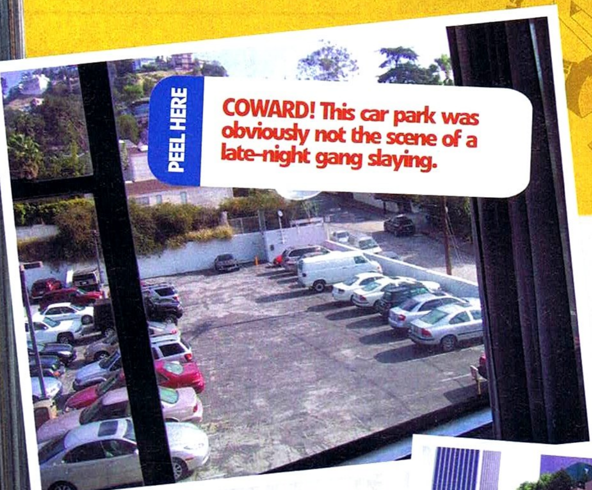
CALIFORNIA DREAMING

Behind the scenes at E3 2004…

Movies, games, gunfights and about $600 in taxi fares…



To the uninitiated, it's a week-long holiday in the sun, where you get to play games all day and party with movie stars all night. To **NGC**, it's a shoe-ruining, sleep-depriving, wallet-lightening opportunity to see grown men scream like 12-year-old girls at a Blue concert, just for a glimpse of Shigeru Miyamoto. Plus that other stuff too.



PEEL HERE
COWARD! This car park was obviously not the scene of a late-night gang slaying.

SPANKY McFARLAND

WELCOME TO LA

Arrive at the hotel on Sunset Strip, having thankfully made it through passport control. The last time I was here, four years ago, a 1960s hellraiser occupied the entire penthouse floor, and the lobby was frequented by men wearing fishnet stockings and camisoles, awaiting the royal summons. Somebody was murdered right by the convenience store next door too.

It's still a nice neighbourhood. Awake at 3.30am to the sound of raised voices in the car park. Argument degenerates into shouting. Somebody starts screaming, "No! No! No!" over and over. The expected gunshots don't materialise, so I double-check the chain on the door and dream of a morning of zombie-slaying with Resident Evil 4 tomorrow.

EVIL DREAD

Capcom's brunch/press conference venue is a hotel roughly 1,000 times better than the one I'm staying at, and the place is probably homicide-free, too, although I'm fairly sure ageing pop stars have never held 'trannie parties' there.

The games are introduced by their respective producers and the Resi movie trailer is introduced by a film star I've never heard of. The Japanese reporter sitting next to me has obviously seen it all before, and he passes the time by eating hairs plucked with a pair of silver tweezers from his chin. Perhaps he wasn't looking forward to an American buffet of ham, chicken and ham. Neither was I, but you have to draw the line somewhere.

THE ZELDA LOVE

It's shortly after 10am and I'm at the Hollywood and Highlands complex, having fought my way through the tourists filming exciting video footage of the stars on the pavement outside. Downstairs Ryan Seacrest (American Idol) is recording a chat show in front of an audience of whooping 'soccer moms', but I head for the top floor and join the crowd of US website editors waiting for Nintendo to open the doors to its pre-E3 conference.

While there might have been more pleasant ways to spend the next hour than wedged between the pointy end of somebody's TV camera and a large ginger man's heaving bosom, there's definitely a buzz around the crowd – and it's not just



NBA Playoffs
…eat push … Pacers
…ni's home …streak at 17 …C

THE NATION'S NEWSPAPER
USA TODAY
NO. 1 IN THE USA

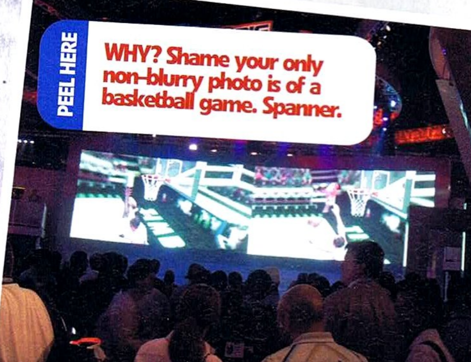
50 CENTS

'Survivor' alliance endures
By Paul Hawthorne, Getty Images
Winner Amber, runner-up Rob discuss strategy and their wedding ■ 1D

A peek at Nintendo DS
Game maker unveils 2-screen portable system today as it tries to maintain dominance in hand-helds ■ 1D

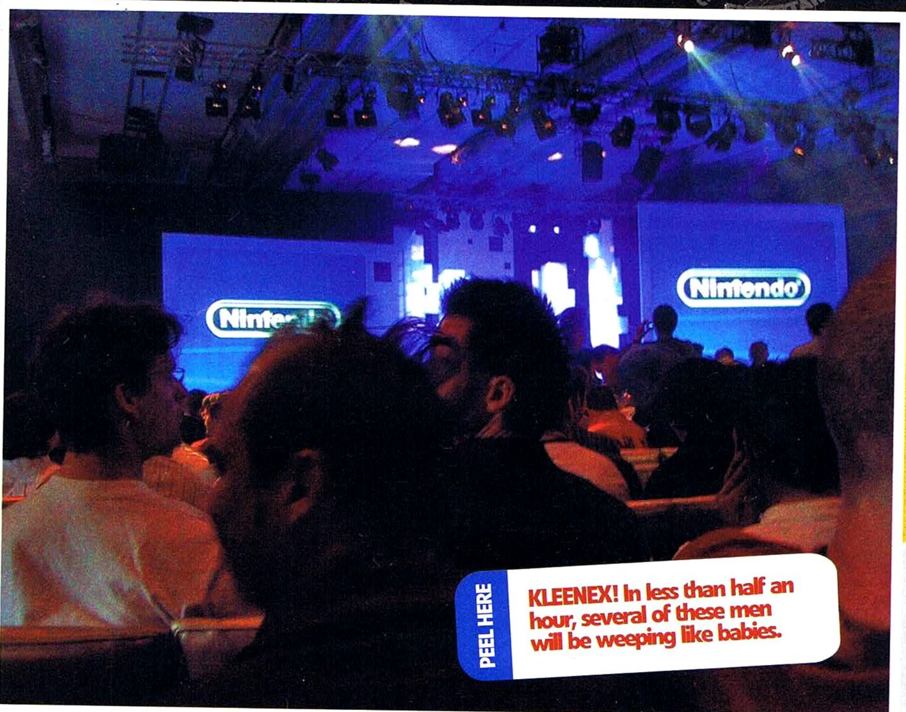

Nintendo

Bush: U.S



PEEL HERE
WHY? Shame your only non-blurry photo is of a basketball game. Spanner.

Where Kittsy tried to persuade us that he didn't have fun *at all*...



KLEENEX! In less than half an hour, several of these men will be weeping like babies.

the heady aroma of 1,500 king-size men baking in the California sun. Word of the impending 'Zelda Reborn' announcement is out, and spreading through the eager throng.

One man uses his 'cellular' to reveal the news to his 'bud', who must then have either dropped his phone or lost consciousness, possibly thanks to a rush of blood to the groin. "Hello? Hello? Hello?" says the man. I think he ought to call an ambulance.

With DS already revealed on the front page of USA Today, so much for surprises. Zelda still manages to do the business, though, and while it may be an apocryphal tale I did enjoy the story related by one UK journalist, who watched in amusement as the bloke in the next seat dropped to his knees and wept when the realistic Link galloped across the screen. Maybe he hadn't been wedged in the right place in the crowd outside.

FIRST BLOOD

The second the E3 show opens its doors there's a rush for the DS booth. I wouldn't have believed an 18-stone man could move so fast had I not witnessed with my own eyes, and felt through my own feet, an entire herd of website editors thundering towards the Nintendo stand. I get out of their way, my DS curiosity outweighed by my desire to continue breathing without mechanical aid.

By the time I arrive at Nintendo's area, the queue for DS stretches beyond the 'one hour wait from here' marker, and right the way around two sides of the stand. Oh well. I play Resident Evil 4 instead.

Towards the end of the day the queue subsides. I get a 15-minute crack on DS at the expense of just 40 minutes of waiting while Nintendo's sarcastic Pokémon Girls make people debase themselves for free link cables and Charizard T-shirts. "I've got a Game Boy Advance screen cleaner for the person who can tell me... which is the fastest Pokémon?" shrieks one of the Girls. "Not that you guys are going anywhere fast!"

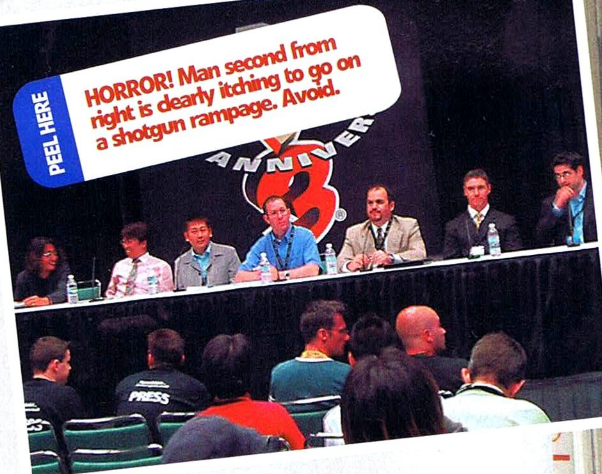
DS turns out to be worth the wait, and best of all I get to meet Charles Martinet. I'd been dying to ask if he greets his family with a cheery, "It's-a me!" when he returns after a hard day being Mario, but when it's my turn to shake his hand I fluff my lines. "You were in a good game," I splutter. "Mario is good. I like you." Mr Martinet casts a furtive glance towards the official Nintendo security guard.



MORE NONSENSE

If anything the DS queue is even longer on the second day of the show than it was on opening day, but I've had more than enough of waiting in line with the commoners. I get a special pass that allows me to wander at will through the backstage area, where Nintendo bigwigs talk big business and there are loads of DS demo stations staffed by beautiful women who bring me ice cream and beer while I play. Make a mental note to call the office and break the news that I'm never coming home.

A few hours later I'm sitting in a large room listening to the Metroid Prime people talk about their latest game. Behind me there's a Japanese gentleman wearing a huge blond ponytail and the most incredible leopard-print velvet suit I've ever seen. He spends the first half of the presentation fast asleep, and the second vainly attempting to control a hysterical giggling fit.



HORROR! Man second from right is dearly itching to go on a shotgun rampage. Avoid.

THE END

After a week of foot blisters, banging headaches, superb updates of classic Nintendo franchises, and Advance Wars Under Fire, it's time to head back to England. By way of a fond farewell, about 30 people stage a running battle in the street outside the hotel, until they're pacified by eight cars' worth of tazer-toting cops. Later, America. Looking back, this year's E3 actually seems worth enduring 22 hours in cattle class on a creaky plane, attempting to watch grainy movies on a screen two inches wide and barely a foot away from my face. My knees may hardly work at the end of it all, but I'll always be able to say I was one of the first 20,000 people to play Nintendo DS.

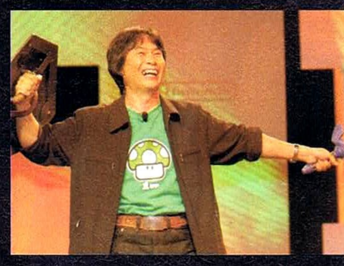


LINK GROWS UP

Get behind the scenes info on the extended Zelda footage.

AND THE CROWD GOES WILD...





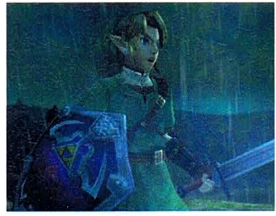
If the noise of rapturous applause, crazed cheering and, in one case, *actual sobbing* hadn't drowned it out, you'd have heard the collective sound of Americans the world over choking on their salty pretzels.

It was the announcement that everyone wanted. The one announcement that (if you'd asked us for an opinion a couple of months back) we would have sworn blind was impossible...

It's amazing, not to mention reassuring, to see such a small trailer make such a huge impact. A minute and a half of video giving glimpses of lush, stream-veined fields and sunny forest glades, preceding a brooding sunset, fast-paced combat on horseback and a towering fire demon. By the time a sword- and shield-wielding Shigsy (striking a battle-ready 'Link Pose') appeared, the audience were practically on their knees, bowing before Miyamoto and praying for another glimpse of this 'realistic' Zelda...



Just imagine it – galloping over this vast open plain, dishing out justice with some well-placed sword strikes. Marvellous.



Men wept. Girls swooned.

THE LEGEND OF ZELDA

Nintendo's Hyrulian bombshell stuns critics...



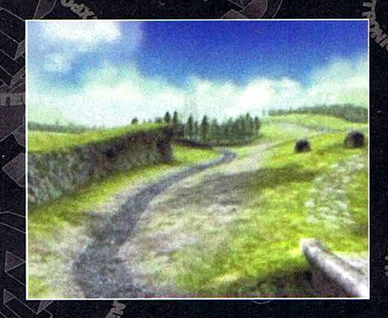
Another glimpse, as luck would have it, is exactly what we got. Squirreled away behind closed doors were three DVDs under the direct control of Shigeru Miyamoto, Nintendo's president Satoru Iwata and the game's director Eiji Aonuma. The DVD was twice the length of the footage shown at Nintendo's E3 press conference. It lingered on scenes for longer, showed off more combat, more gameplay and more of Link in action.

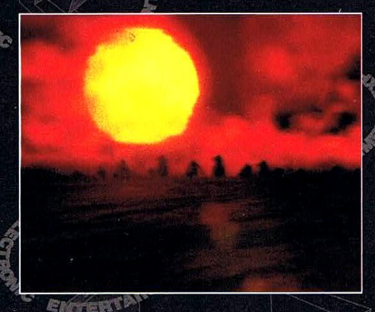
So stunning was it, in fact, that we wondered why the hell they didn't show off *this* footage instead. Nintendo's answer makes perfect sense. Kind of. You see, the extended footage that we saw was so out of this world that Nintendo didn't want it to overshadow the rest of the announcements they made at E3. After viewing it three times in a row, we can see how that could happen...

OH, DO GROW UP!

Ever vigilant when it comes to making sure that each new instalment in the Zelda series is different from its predecessor, Nintendo have opted for a shift away from the cel-shaded look of *Wind Waker* towards a more 'realistic' *Zelda*. We use that term lightly, mind you, as we can't think of anything *less* realistic than pairs of angry, bow-wielding goblins riding on the backs of giant pigs – but we're sure you know what we mean.

So why the change in style, then? Had you asked anyone at E3, the reply would have been that Nintendo 'had learned from their 'mistake'' and decided to deliver the Gamecube *Zelda* that 'everyone wanted in the first place' – to name but a couple of theories we overheard. That may well be the case, but Nintendo's





WHERE IN THE WORLD...

From the video footage, there seemed to be an overall air of familiarity about the world that Link was wandering around. The open plains and the woods, in particular, seemed reminiscent of the ones in *Ocarina of Time*.

Is it possible that Link will, once again, be adventuring around a pre-flood Hyrule. Or will it be an all-new world like in *Majora's Mask* and *Link's Awakening*?

Our money's on Hyrule. If that's the case, then there's a strong chance that the horse may well be Epona. Not that it's particularly important or anything, but the chance to see some familiar faces, gorgeously rendered will warm our hearts no end...

△ Combat retained that *Zelda* feel, but seemed to be more dynamic and offered extra versatility in movement against more opponents.

△ No 'buttons' were shown in the gameplay footage – we reckon the C-stick will be used for horseback sword-play.

△ A 'classic' *Zelda* scene. Much of the level furniture in this area was reminiscent of past *Zeldas* – like these torches...

explanation is simply that Link has grown up, that the adventure follows his exploits as a teenager rather than a boy, and the game needs a visual style that reflects this. Regardless of the reason, there's no arguing that, visually, it's one of the best looking games on the horizon on *any* platform right now, and is certainly up there with the likes of *Resident Evil 4* (which was our Game of the Show)

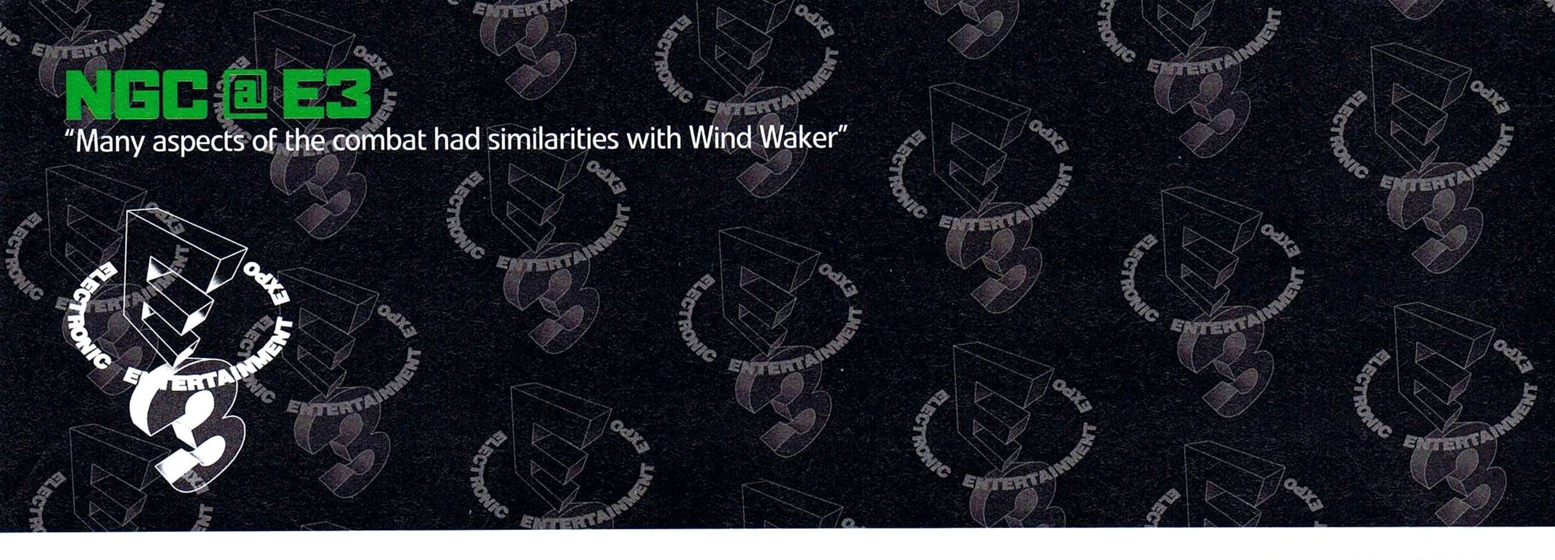
Even better for fans of the series were some of the gameplay elements hinted at in the footage – most notably the return of a horse-riding Link. Whether or not his equine companion will turn out to be Epona, remains to be seen, but in the face of the newly implemented ability to use the sword on horseback, this seems a pretty trivial concern.

> **"WE SAW LINK TACKLING A PACK OF RIDERS, SWIPING AT ENEMIES TO HIS LEFT AND RIGHT"**

A HORSE, A HORSE...

Exactly how this horseback swordplay will work is unclear as yet, but in the footage, we saw Link tackling a pack of riders, swiping at enemies to his left and right.

The number of enemies that Link faced was also drastically different. Rather than fighting little packs of three-to-five identically modelled enemies, in the footage we saw



"Many aspects of the combat had similarities with Wind Waker"

△ **Simply divine. Link ambles on horseback through a shady forest glade, kissed by delicate leaf-filtered sunlight and followed by a pair of (hopefully attackable) dogs.**

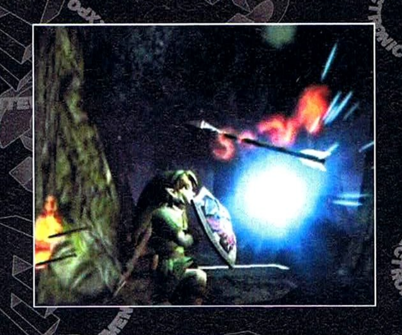
Link was facing off against at least three times that amount. This time the creatures were slightly different too. They were the same species, but of different statures and wearing different equipment from one another, giving a much stronger sense of detail.

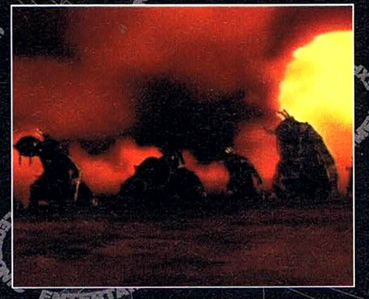
Interestingly, many aspects of the combat had similarities with *Wind Waker*. For example, the 'musical chimes', signature red flashes and freeze-framing on sword strikes were all very reminiscent of the last game. However, there were plenty of new elements in there too. In one scene Link was swiping flaming arrows away from himself using his sword, while his movement around attacking enemies seemed much quicker and even more versatile then we've previously seen.

Unfortunately, aside from the combat, nothing particularly innovative was shown in the puzzle department. In one instance Link pushed a block in order to extinguish flames that are blocking his way. While this is hardly groundbreaking stuff, it did give us the opportunity to look closely at Link's character model – which boasted beautiful textures on his tunic and undergarments and some delightfully subtle animation. Also of note here was the use of a top-down camera view, which smoothly shifted back to ground level when the occasion called for it, before swinging back to its original position. A minor detail perhaps, but it was a good indication of the solid technical work behind the game.

"HIS MOVEMENT AROUND ATTACKING ENEMIES SEEMED QUICKER AND MORE VERSATILE"

Unfortunately there's not too much else to tell. Short of waxing lyrical about how beautiful the video footage is (which is a bit pointless, as you can see this for yourself) the only elements that presented themselves were features that are now standard in *Zelda* games. A world that stretches out as far as the eye can see, shifting from dawn to dusk to night, and a level of polish and scope that suggests an adventure of epic proportions. the only thing we *desperately* want to know now is what its hook will be? Time, music, masks, wind? We can't wait to find out…





RINKY-DINK DS LINKS?

In light of Nintendo's recent DS announcement, you really have to wonder whether or not they have some kind of Zelda link-up feature up their sleeve.

It needn't be any kind of Tingle-flavoured gimmick (we hope not, anyway – that'd be pretty disgusting) but the possibilities of a bit of stylus-controlled business must have crossed Nintendo's minds at some point.

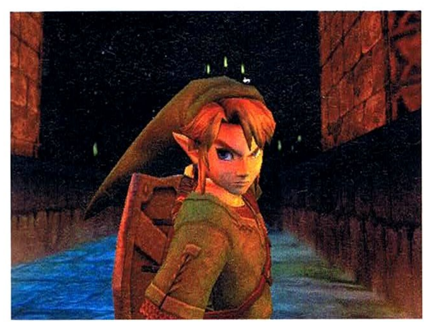
Given that the DS has wireless capabilities built in, it's also entirely possible that Nintendo would release some kind of receiver for Gamecube that works like the wavebird controller but uses a DS instead of a pad. Now *that* would be a sweet little extra.



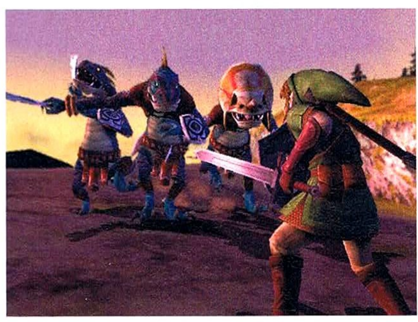
Δ This giant fire demon was mightily impressive – his stunning lighting effects in particular...



Δ The castle extends much further back than this picture implies. Is this the gate to a town, then?



Δ Up close, Link really looks the business. The level of detail on his clothes is simply incredible.



Δ Identikit enemies are no more, by the looks of things. just check out the detail on these guys...

MINISH CAP

...Or 'Honey, I shrinky-dinked the Link' which, by rights, is what it should be called...

Δ When in shrinky-dink form, normal objects appear bigger...

Δ You'll need to collect special Kinstones that pair up for extra goodies and special effects.

It's been a long time coming – and its premise is an intriguing one. The GBA's first original Zelda title will revolve around Link and his newly acquired 'Minish Cap' – a special, bird-like talking hat that allows him to shrink to the size of... er... something very, very small. In this, miniature (or giant, depending on which way you look at it) Link will be able to interact with a race of tiny folk called the Minish People. Success, then will come from solving puzzles across both tiny and 'normal'-sized worlds. This *Zelda's* being made by Flagship, who made the GBC's *Oracle* games and won't be out until 2005.

"The pace is relentless and the shocks just keep coming"





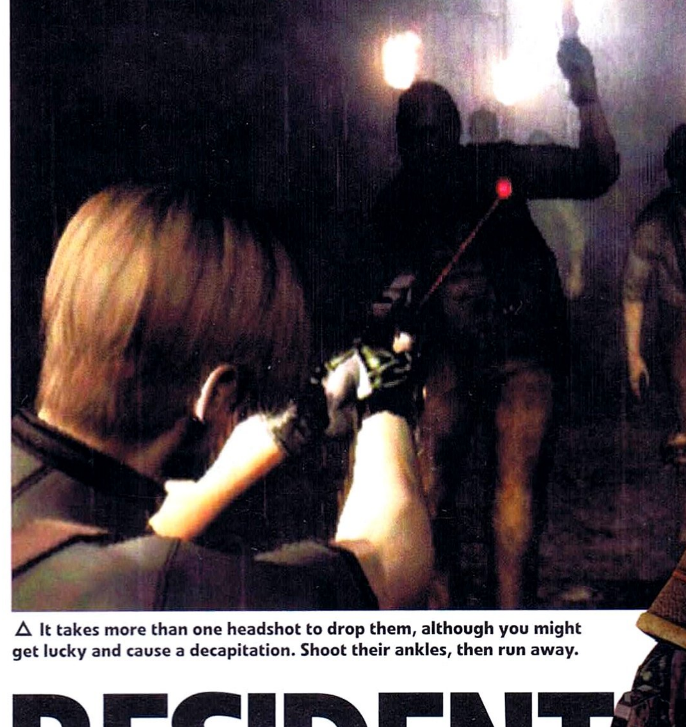
OH, THE HORROR...

Capcom's big gun scares us witless in Los Angeles.

Plot pointers: The *Resi 4* story so far...



Raccoon City has been destroyed by a nuclear weapon to eradicate the T-Virus, so you, Leon Kennedy, are out of a job. Luckily the president's daughter, Ashley, vanishes in Europe, and you pick up the contract to rescue her from some decidedly freaky people. When Ashley is found, the Gamecube takes care of controlling her but you have to keep her alive, finding alternative routes when there's an obstacle that she can't cross as easily as you can. She'll perform various actions, such as ducking to allow you a clear shot, when you press the 'call' button. If you've played *Ico* on the PS2, you'll have an idea of what to expect.



△ It takes more than one headshot to drop them, although you might get lucky and cause a decapitation. Shoot their ankles, then run away.

RESIDENT EVIL 4

Feel the pain with the most terrifying game ever made...



We spent more time with *Resident Evil 4* than anything else at E3 – Game of the Show, definitely. (*Zelda* was only on video, so that doesn't count.) You haven't lived until you've been hunted down by 50 psychotic villagers and herded towards what looks like the exit, only to run into a hulking gimp who carves your head off with one swing of his chainsaw.

The pace is relentless and the shocks just keep coming. Hide in a building and your dead-eyed tormenters will set fire to it to smoke you out. Venture outside and they circle around you, inching closer until you're backed into a corner, your pistol runs dry, and they hack you to pieces with rusty farmyard tools.

There are typical *Resi* puzzles too – a locked door with a strange symbol in the E3 demo – but it seems to be more of an action-packed horror movie than any of the previous instalments.

Later levels include rocket launchers, fixed gun turrets and machine guns for wiping out masses of enemies, plus a screen-filling boss or two. It's the best thing ever to happen to the Resi series. Fear it!

RESIDENT EVIL 4

For us, the game of the show





A UNIVERSAL THUMBS-UP FROM THE E3 AUDIENCE...

Resident Evil 4 took pride of place on the Nintendo stand at E3, as well as being shown on multiple demo machines over in Capcom's area. Coupled with an intense difficulty level that meant most people didn't last more than a few minutes before getting dismembered by the chainsaw man, the proliferation of *Resi 4* demos meant it was possible to play almost continuously. The reaction from other showgoers ranged from horrified gasps whenever something unexpectedly nasty happened, to comments along the lines of, "That's the coolest thing I've ever seen in a *Resident Evil* game," when chainsaw man did his gory thing.



△ He's possibly standing a little close to that explosive booby trap.



△ The game is widescreen only, so you get letterbox borders on a square telly.

FIRE!

Check out the amazing flame effect you get when you chuck an incendiary grenade at a group of villagers. The resulting bonfire looks startlingly hot and realistic.









△ There's no use hiding – the villagers talk to each other and conduct an organised search, so they'll get you in the end. Honestly, you'll fill your pants during this scene.



OH, THE FEAR...

Horrifying new glimpses of the pain that awaits...

STRESS!

Liberate the President's daughter and the game takes on a 'tag team' feel. But it looks like it'll be a race against time to truly save her "Are you all right?" asks Leon after seeing her cough up blood. "I'm fine," she says angrily, "just leave me alone..."



FEAR!

Resident Evil 4 makes you sick with fear. See how one of the soldiers driving you into the area ends up being dumped in a lake? That could happen to you. Also, see the pistol-twirling new character in the last shot – will you get to play as him?



PRESSURE!

The game's not just set in the village location seen in the earlier demo we played (NGC/93). There's some kind of monastery full of mad monks (are they human? The geezer in shot three looks a touch undead). Machine gun them down.



ANGER!

There's no better way to relieve your anger than letting Leon go nuts with a bunch of new weapons. The reloading animation's superb (see the first shot), a knife can come in handy and – look! – you even get to 'ride' a cannon...



RESIDENT EVIL 4

More gruesome action. And less than six months to the US release...

PAIN!

Poor old Leon. His training never prepared him for a) getting battered and crushed by a giant ogre-like creature (press L and R to crouch! Yeah, cheers...), b) flattened by a boulder (yes, we're sprinting...) and c) being decapitated by a chainsaw.



DID YOU KNOW? Everything you've seen of *Resident Evil 4* has been running on Gamecube hardware. What have Capcom been playing at up till now..?

RESIDENT EVIL 4

For us, the game of the show

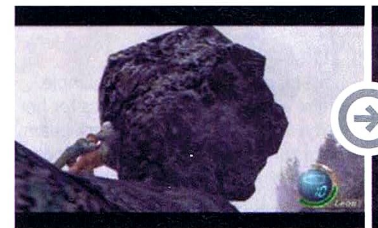


LEON-TAMER

Leon's about the only thing you'll recognise from earlier *Resis*. With Raccoon City blown off the map by the government six years ago, and the Umbrella Corporation destroyed (presumably), there's a whole new enemy to face – and one which has yet to be truly revealed to us. Leon's received 'special' training from a secret organisation working under the President's direction (although we feel he's probably the one who should be dishing out the training, based on his history…) This makes it all the more painful when you see him lose his head to sack-face's chainsaw here – a new, utterly gruesome addition since we played the game in January.

We just can't get enough of this game – and nor could anyone else at the show. It was fantastic to get to play a subtly updated version of the village level we described in **NGC**/93, with the area now complete with livestock, the chance to use the binoculars at any point to zoom in the action (you were restricted to a predetermined point previously) and the fact that Leon can now lose his head, literally (the red stuff gushes out all over the place). It's unpleasant viewing at times, but that doesn't stop us being totally bowled over by what Capcom have managed to squeeze out of the hardware. The detail is staggering – no other game looks quite as refined, polished and gasp-worthy. It's set a new benchmark for graphics. All we hope is that the lifespan can match it. We'd hate to think we've already seen all the best stuff the game has to offer. But the great news is that you'll unlikely to see this on a 'rival' system – not on the current generation machines. Gurf.

> **"IT'S UNPLEASANT VIEWING AT TIMES, BUT THAT DOESN'T STOP US BEING BOWLED OVER"**











A WALK ON THE DARK SIDE

We play Samus' darkest, most sinister adventure yet.



△ Here Samus has just arrived on the planet Aether – following a lovely intro sequence…

METROID PRIME 2 ECHOES

New enemies and an evil twin – she's got her work cut out for her this time…



Samus Aran, the infamous intergalactic bounty hunter, is on her way to investigate the disappearance of a Galactic Federation task force. The last transmission from the team came from a world called Aether – a remote planet, torn apart by a struggle between light and dark. This is the simple plot that unfolds in the opening sequence of *Echoes*, the sequel to the hugely popular *Metroid Prime*.

The theme of light and dark is central to *Echoes*. You see, Samus will be required to travel between the two worlds in order to resolve a conflict. One the one side is the Luminon (a light-world race) who wish to stop the Ing (a dark-world race) from finding a permanent means of entering the light world, which would giving them the opportunity to wipe the Luminon out. Not so much a case of 'resolving', then, and more 'obliterating the other side' – diplomacy never was Aran's strong point. Not that we're complaining, of course.

The Ing and Luminon are not alone in this war, however. Once again, Samus' old adversaries, the space pirates, are back in action and are hungry for that evil blue mutogen, Phazon. In *Echoes*, for reasons beyond our comprehension, Phazon is only present in the dark world, and so the pirates have been sending out squads into the dark world in order to retrieve the stuff. Some of them have got trapped there and are desperate to get back to their fellow miscreants any way they can. However, it's this light and dark theme that really interests us, as it's an idea which influences many aspects of the gameplay.

THE DARK SIDE

Take Samus' weapon as an example. There are now two new modes for her arm cannon – a light and a dark beam. Her cannon now uses up ammo too, which initially seems like a strange decision, but could ultimately make the gameplay a little more interesting.

METROID PRIME 2: ECHOES

An echo – but not the Samus before…





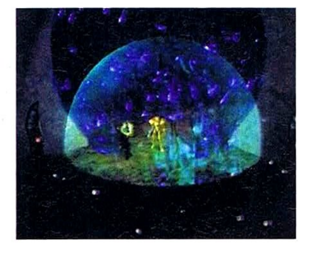


VISORS?

Yup, the scan visor from *Metroid Prime* is back. There are also two new visors to use. There's the Echo visor, which lets you see sound in a variety of different ways, and another all-new visor that, unfortunately, we weren't allowed to see in action…



△ We previously thought that Samus' visor had been given a complete cosmetic overhaul, as this screenshot suggests. However, at E3, her combat visor seemed relatively unchanged from the original *Metroid Prime*.









△ Here you have to activate bubbles, then hop between them, to stay safe.



△ Samus uses special portals to travel from the light to dark world. The effect is stunning.



△ The dark spider-things give us the creeps. They're capable of jumping great heights.

The ammo idea is meant to encourage you to switch between the cannon's different firing modes. Retro Studios found that in *Prime*, gamers tended to stick to their preferred weapon right the way through, with just a few specific weapon-resistant exceptions. This time the developers wanted players to think about the different weapons they use and change them to suit the situation. The dark beam, for example, is especially good against enemies in the light world, and so switching to that weapon will prove more ammo-efficient than the light beam. It will also have more specific effects. When charged up, for instance, it can fire a shotgun-like scatter of dark matter, blinding enemies and slowing them down in the process. Likewise, the light beam is better suited to battling dark enemies, and so switching between the two will be of vital strategic importance.

> **"LIGHT AND DARK WEAPONS HAVE THE ABILITY TO WILT, OR EVEN GROW, ORGANIC MATTER"**

Weapons won't be restricted to offensive uses either. Interestingly, the dark and light weapons have another function in that the dark weapon sucks the life out of plants and organisms, while the light weapon has the ability to restore or even 'grow' them. We suspect this will prove an

"The puzzle solving and exploration themes remain..."

△ Environments boast 'more polygons and indirect texturing' – whatever *that* means.



THE HUNTER... OR HUNTED?



'Dark Samus' as she will be known from here on in, featured very heavily in Nintendo's promotional footage. Clad in black, with fetching Phazon shoulderpads, she looks sinister as hell.



Nintendo downplayed her significance, though, stating that she didn't play a major role in the game. Instead she's part of a sub-plot that gives insights into the life of Samus.



Whatever her role, she looks a powerful adversary. Much more agile than Samus herself, she can move at great speeds and has an array of dazzling special attacks at her disposal.

In one instance we saw her levitate, and suck up blue energy through her suit before unleashing an almighty neon shockwave at us. We're looking forward to finding out more...

integral part of many of the game's puzzles.

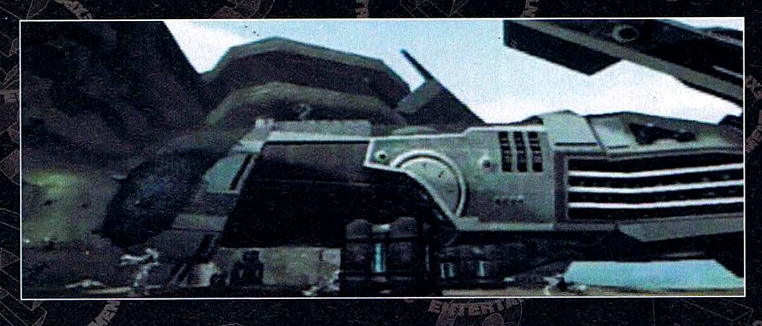
So how does this light and dark theme affect the levels themselves? One specific example we found occurred in the dark world, and was one that proved strangely reminiscent of Square-Enix's *Final Fantasy: Crystal Chronicles*. In one part of a level, Samus jumped into the dark world and was surrounded by a protective bubble that repelled a mist of dark matter. Whenever she stepped outside the bubble, Samus would be harmed, so you had to shoot crystals dotted around the level in order to spawn new protective bubbles before making a dash through the dark matter to their protective spheres of influence.

Travel between the light and dark worlds occurs via special portals. Upon entering them you travel down spectacular tunnels, to emerge on the other side. Think of parallel-world-hopping SF show Sliders and you'll have an idea of what we mean.

Other new additions to the game concern Samus' physical abilities. First, her screw attack and wall jump techniques have made a comeback. The screw attack did appear in previous *Metroid* titles, but in those games it allowed players to attack vertically. This isn't the case this time around. Instead, the attack will have a more horizontal trajectory, which mainly came about owing to technical reasons. According to the game's producer, Kensuke Tanabe, a vertical jump would have made the game too easy to 'break' (allowing players to escape the play areas and get to places they aren't supposed to access, for example).

The wall jump ability is enabled when you're curled up in Samus' morph ball and allows players to rebound off walls in order to scale heights that they wouldn't otherwise be able to – it works a little like Mario's wall-jump in *Mario 64* and *Sunshine*. A minor addition to the game, perhaps, but it will inevitably lead to more ambitious and complex level design which, given that the design of the

> **"THERE'S MUCH MORE IN TH[E] WAY OF CINEMATICS TO SHOW KEY PLOT DEVELOPMENTS..."**





PLOTTING

In *Echoes* it's the Luminon who give Samus her upgrades and ask her to fight the Ing, so how will the plot be driven? Could we see friendly Luminon NPCs interacting with Samus, or will all her commands come from scanning etchings on the wall like in *Prime*?



FOUR-PLAY

Metroid makes the jump to multiplayer and we're on hand to put it through its paces.





△ **Morphballs. Going at it, no less.**





△ **These bubbles stop the darkness hurting Samus. Activate crystals to create more.**

△ **The Ing are the main enemy in the game but there are pirates too.**



Morph ball cannons that launch players into the air, the ability to grapple and shoot simultaneously, the option of using your morph ball to actually attack other players while dodging their lock-on and, interestingly, a means of hacking into your opponents' suits to mess with their abilities. These are just a few of the multiplayer-specific abilities that not only make an appearance, but also help to make the multiplayer a superbly enjoyable extra. There's also a secondary mode where players compete for tokens – which adds an excellent strategic element to the battling.



levels in *Prime* was exemplary, can only be a good thing.

Aside from these main additions to the formula, you can expect the mechanisms central to *Prime* to remain unchanged in *Echoes*. The lock-on feature returns rather than the 'classic' dual analogue control of more traditional FPS games, while the basic layout of the buttons will be exactly the same as they were in the last title. When questioned about the reappearance of the lock-on function Tanabe simply stated that this wasn't an FPS game – it was a "*Metroid* game". Which is fair enough. As Tanabe explains, their "goal is to create a game for people who enjoyed *Metroid Prime*" and so the formula of solving puzzles, earning new skills and progressively unlocking more and more of the environment will remain untouched.

In fact, the main changes are that this time around the game will be cleverer, more dynamic and, pleasingly, even more attractive than before, boasting a significantly higher polycount and using more special effects to bring Samus' fascinating universe to life. After playing it excessively at E3 we can indeed confirm that it's looking stunning and, best of all, Retro Studios seem to have consciously expanded on the cinematic feel of their previous games – using more in the way of cut-scenes and cinematics to show key developments in the story unfolding. True, it may be more of the same, but, for us, that's no bad thing at all.

Oh, and just to please us downtrodden European types, the game has been delayed in Japan so that it reaches our shores earlier. Will wonders never cease…

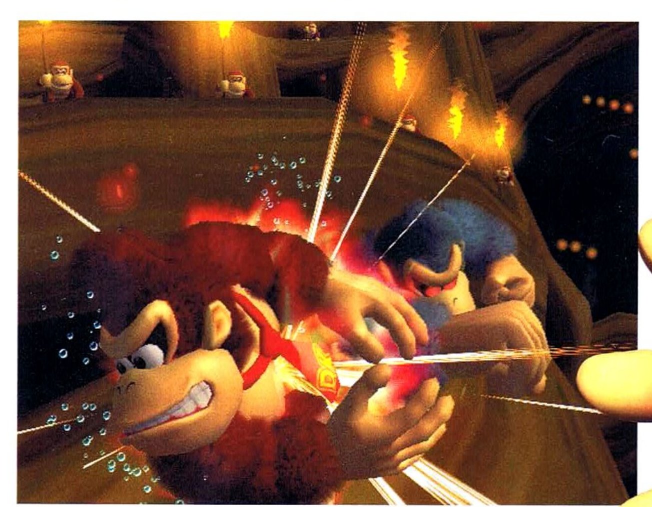


MONKEY MAGIC

Three simian delights, heading our way soon.

DK JUNGLE BEAT

Bongo-rattling, banana-munching fun.



△ This bit was ace – pummel that grey monkey, Matrix-style.



Here's another use for those *Donkey Konga* peripherals. In this combination of side-scrolling platformer, puzzle game and beat-'em-up you control DK entirely using the bongos. Tapping one drum makes DK run in that direction – the faster you tap, the faster he goes. Hitting both drums makes him jump, and clapping activates a special action such as attracting nearby bananas or dodging a punch. Doing a drum roll unleashes a flurry of blows when fighting the evil grey ape boss or felling a tree. The promised two-player mode wasn't playable at the show, but the solo game drew a big crowd of monkey bongo fanatics, all of whom looked utterly foolish while playing but came away with sore hands and stupid grins. Kids are going to go ape for this one (and adults might like it too). Should hit the UK at Christmas.



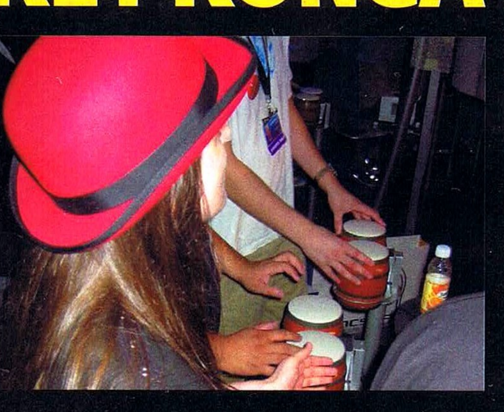
△ A spot of rapid bongo-battering will rid DK of these troublesome pests.



△ Yes, you can actually play a platform game using a pair of bongo drums.

DONKEY KONGA

Due for release this October in Europe, with licensed tracks including Louie Louie, Wild Thing, Rock Lobster, The Locomotion, We Will Rock You and Dancing In The Street, plus a selection of Nintendo themes. No original artists, though – these are all super-accurate cover versions.





△ Fight those controls, monkey boy.



△ Unconventional – that's Kong.

DK KING OF SWING

A tough GBA title which uses just the shoulder buttons – L and R make DK walk or grab with the appropriate hand. When he's latched onto something, the buttons make him swing and jump from point to point, collecting bananas along the way. We found the E3 demo too fiddly, but then we did run into it at the end of a very long day. Next year for this one.



KENTIA SAFARI

Journey to the hall that games forgot.

The moment you arrive at E3, a thousand games are vying for your attention. To the west, the glitzy super-stands of Nintendo and Sony. To the south, Electronic Arts, Capcom, Namco and the rest. But don't be fooled by the loud music and beautiful booth babes. Down in the basement, between parking levels C and D, you'll find the real gems of the show – in the Kentia Hall, home of third-party memory cards, Korean DVD scratch-removers and retro heaven.





Gun-mouse – the mouse that's also a gun. Can I sneak this through customs?



Kentia Hall – the place to be seen.



"Butt-kicker" chair, complete with electrical sub-station. Better check medical insurance/proximity of nearest toilet before having a test sit.

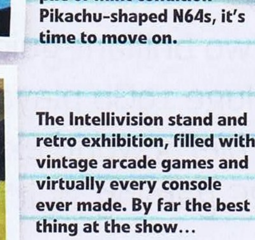
Kick and Jump to the sky! Get excited and thrilled with Action Stick!

ACTION STICK

EXCITED AND THRILLED



When the most exciting thing on a stand is a pile of mint condition Pikachu-shaped N64s, it's time to move on.



The Intellivision stand and retro exhibition, filled with vintage arcade games and virtually every console ever made. By far the best thing at the show...

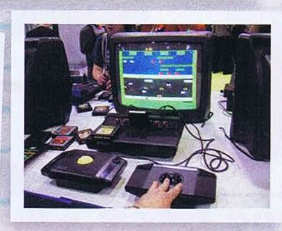




Korean Blues Brother sings mournful songs and makes balloon animals for nobody in particular. Diagnosis: clinical depression.











GamesMaster
THIS MONTH IN GAMESMASTER!
WE'VE PLAYED IT!
HALO 2
Hot new shots and first impressions!
WORLD'S FIRST SHOTS!
grand theft auto San Andreas
All you need to know EXPOSED INSIDE!
SCORCHING NEW GAMES!
THE GETAWAY 2
METROID PRIME 2
HALF-LIFE 2
KILLZONE
DOOM 3
ADVANCE WARS: UNDER FIRE
PRINCE OF PERSIA 2
FINAL FANTASY 12
SUPER MARIO 64x4
TEKKEN 5
GT4
DEVIL MAY CRY 3
TIMESPLITTERS 3
AND MORE!
HANDHELD WAR!
PSP Vs NINTENDO DS
The games, the specs, the lot!
HOT NEWS
HOT NEWS E3 SPECIAL
GOLDENEYE: ROGUE AGENT
"We're not expecting you, Mr Bond!" First-person action where YOU play the villain – catch the first shots and intelligence!
METAL GEAR SOLID 3
Played! New screens, new characters and new features revealed in our MASSIVE hands-on show report!
LOTR: THE THIRD AGE
One game to rule them all! Build your own fellowship and traverse the trilogy in this hot new RPG – read all about it!
SPLINTER CELL 3
It's coming! Digest our stealthy diet of first screens and info, only in GM!
SHOCK! ALL-NEW LINK ON CUBE!
THE LEGEND OF ZELDA®
ONLY £2.99!
FREE 5864 TIPS! IN A BOOK!
YOUR MOST WANTED CHEATS
Euro 2004
AHH, CHEATY... 5864
HMM, CHEWY... Skittles
Skittles
PLUS FREE SWEETS
ON SALE: FRIDAY 4TH JUNE



SHOOTERS AND RPGS

Top stuff from Namco's studios.



△ Foxy versus the Aparoids – the more you shoot them, the angrier they get.

STAR FOX

Forget the last effort – the real sequel to *Lylat Wars* is on the way, and it's looking fantastic…



Here's the game formerly known as *Starfox Armada* and *Starfox 2*, now down on Nintendo's list as plain old *Star Fox*. Regardless of the final name, it's looking as sweet as any Fox fan could possibly wish for, and the space combat scenes play almost exactly like *Lylat Wars* for the N64.

The E3 demo had one on-rails space level, where the Arwing craft is drawn down a fixed path and you have to dodge missiles and destroy entire enemy squadrons with a single well-placed power shot.

The controls are wonderfully silky, using every button on the joypad. The C-stick handles evasive moves such as the loop and U-turn, and the trusty barrel roll manoeuvre returns for bullet-deflecting purposes.

Falco and the others chatter away on the radio, pointing out landmarks, offering assistance when it's needed or, more likely in Slippy's case, begging for help while running away from toad-hating aliens. Krystal, from *Starfox Adventures*, now appears as part of the team, and Slippy has a fellow amphibian to sympathise with in the shape of Beltino, who is basically Slippy with a pair of glasses and a Hitler moustache.

> **"BELTINO IS BASICALLY SLIPPY WITH A PAIR OF GLASSES AND A HITLER MOUSTACHE"**



DID YOU KNOW? UK *Star Fox* games have suffered name changes because of copyright issues. So we had *Star Wing* on the SNES and the unfathomable *Lylat Wars* on the N64

NAMCO'S GAMECUBE STARS

Three belting games, coming soon(ish)





FOUR-WAY FOX-ON-FOX (AND KRYSTAL TOO)

The multiplayer demo was brilliant. Choose from Fox, Krystal, Slippy or Falco, then begin the level flying in Arwings. You can land at any time, and go searching for a Landmaster or just run around using the power of legs and feet. If you're shot dead, you get reborn with a different mode of transport to the one you were using when you were offed. Obviously this was only possible in levels set over a planet's surface. In the space-based levels you'd be restricted to Arwings. Whatever, it's a million times better than the N64 version's multiplayer stuff.







△ **The Landmaster is an absolute beast of a machine. To drive it is to love it.**



△ **You want this game. You *need* it.**



△ **Two players, vertical split screen.**

The bulk of the demo version was a ground-based level where Fox runs around firing a selection of weapons at mechanical spiders called Aparoids. It was intense – the Aparoids just kept rushing towards Fox, while heavier enemies beamed down at certain points and aircraft circled overhead.

After a spot of rocket launcher action, the Landmaster tank became available. It's a brilliant vehicle to drive, featuring speedy defensive moves and a huge main cannon. It also has rudimentary flight capabilities, so it's possible to get on top of a building and do some sniping. Fox can leave the Landmaster at any time, and if it's destroyed then Peppy will send down another one.

Finishing with boss battles against giant insects that tried to flatten Fox by rolling pearly balls of something nasty at him, it was reassuring to see that the new stuff was so well integrated with the classic shooting levels. The dual analogue controls took a bit of getting used to, but once the desire to play it like an old Foxy game had subsided, the free-roaming section proved to be the most interesting part of the demo. Shame it won't be out here till next year…

TALES OF SYMPHONIA

Cel-shaded Japanese RPG, soon to be seen in England!



△ **The old 'Q4' release date for us, or July if you fancy a US import.**



△ **Tip-top tip-toe action. Is this the secret British Bulldog minigame?**



osuke Fujishima, of Ah, My Goddess! manga fame, is responsible for the artwork in *Symphonia*, so the characters and animations are beautiful throughout. The game's overworld proves to be the only ugly element. Story-wise, however, *ToS* is all a bit doolally. There's this guff about a magic tree and climbing a stairway to heaven so that the world can be saved. Still, it's all about the journey, isn't it – and it's here that the game excels, with its action-orientated 'Linear Motion Battle' system that keeps battles feeling fresh, along with a wealth of customisation options to groom your band of fighters. Looking *reeeal* nice.

BATEN KAITOS

Anyone for card battles?



△ **Hello, wench. A flagon of your finest ale and some crisps please.**



△ **Atmospheric backgrounds with animated bits, like in *Resi Zero*.**



astles in the sky and cards in your hand – over 1,000 different types. That's what *Baten Kaitos* is all about, and if you're hankering after a vast, complex RPG with incredible graphics and a staggeringly deep battle system, you might as well start saving your cash in anticipation of an early 2005 Euro release. The story follows a winged hero who strives to unravel some sort of mystery in the ocean below. Exploring pre-rendered locations and playing action-based minigames are the order of the day, plus some unique combat that manages to make card battles look exciting.





CLOWN PRINCE

Mario's five-pronged chart assault.



△ The spooky *Luigi's Mansion* court in action.

MARIO TENNIS

The Takahashi bros serve up some of the weirdest tennis ever…



△ Whack! That's not strictly regulation ATP equipment, but Mario doesn't care.

Mario Tennis wasn't on display on the E3 show floor, but we knew it was around somewhere and we weren't about to leave without scoring some info on the follow-up to the best sports game on N64. Luckily we met up with the Takahashi brothers, the double-act responsible for the original game, for a behind-the-scenes preview.

Although the game had been in production for just four months when we saw it (those old pics from the Gamecube's launch era turned out to be just mock-ups) *Mario Tennis* looked slick. Rather than simply recreate the N64 version with better graphics, the Takahashis have opted to incorporate much more of the Mario universe, along with "creative elements that go beyond tennis." We're intrigued.

So expect to see imaginatively themed courts based on every Mario game, wild power-ups, special moves and unusual multiplayer modes. As for the rumoured online option – it seems unlikely, but it's too early to write it off just yet. We saw a Luigi's Mansion level with four players playing 'wall tennis' while attempting to capture ghosts inside portraits, which takes care of the 'unusual' part. There was also a Delfino Plaza court,

> "EXPECT SWIFT RESULTS – THE N64 VERSION WAS COMPLETED IN LESS THAN NINE MONTHS"

IN THE (WARP) PIPELINE FROM CAMELOT...



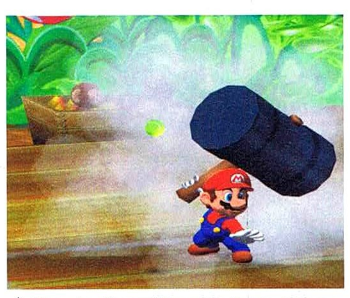
word, draw your own conclusions. Of course it would be interesting but right now we must focus on our current product."

And *Golden Sun* for Gamecube? Game Boy franchises such as *Advance Wars* and *Fire Emblem* are coming to Gamecube, so will the Takahashis follow suit and make a proper home version of their highly rated RPG? The question elicited a lengthy discussion with the minder, much laughter, and: "Personally we would very much like to see it. We wonder what it would look like..." Cue even more laughter, and a nervous look from the minder. That's as good as a 'yes' for us.

So now you know.



△ Takes us right back to those happy days of gloop and water.



△ Wonder if you'll be able to use this on your doubles partner...



△ The squares light up like Michael Jackson's Billie Jean video. Sham-bo!

covered in the oozing brown gloop from *Mario Sunshine*, with FLUDD-style water nozzles springing into life to wash it away whenever the ball hit special targets.

Hopefully it won't be too long before we see a more complete version. The workaholic Takahashis and their team at Camelot had to put this one on the back burner while rushing to finish various versions of *Mario Golf* and the two *Golden Sun* games. Now that they're devoting their full attention to *Mario Tennis*, expect swift results – the N64 game was completed in less than nine months from inception to on-sale date, a time scale which, given the quality of the game and the relatively small number of people working on it, was an astonishing achievement. What price a repeat performance? Ⓝ

MARIO PINBALL



△ Petey Piranha takes a bow.

△ Exciting table design, right?



△ Breaking every bone in his body.

It's hard to find the real thing these days, but you're well served with pinball games on Nintendo consoles. In this GBA one, unlike most, the screen doesn't scroll to accommodate a large table. Instead you get a single screen with Mario rolled up into a ball, and some smart scaling effects to create an impression of depth. Boss characters or other targets pop up, you whack the ball at them until your mission objectives are complete, then it's off to a new scene in double quick time. It's fast and simple, with cute tables based on Mario games and characters. Out at the end of the year.

MARIO GOLF ADVANCE



△ Out now for GBA on import, September for Europe.

MARIO VS DONKEY KONG



△ Reckon we'll be reviewing this one next month...

MARIO PARTY ADVANCE



△ Catch the bubbles, Mazza.



△ Balancing on shells, we'd say.



△ Two players race up crumbly stairs.



The resolutely multiplayer *Mario Party* steps out on its own for its GBA debut, with boards and minigames specifically designed for one player. Link-up action is reserved for two-player battles or item-trading – there's none of the four-player stuff from the Gamecube. This means there will be more minigames, thrown at you much faster than before, and less of the dice and boards stuff. The best event we played used the shoulder buttons to swing baseball bats at an army of galloping Bowsers – we're expecting more *Wario Ware*-style antics from the finished game this Christmas.

HOT NEW GAMES

Your guide to E3's other Gamecube and GBA offerings…





Δ Boom! So realistic, you begin to wonder if it's really fun.



Δ Carnage on a grand scale. They call this the 'meat grinder'.

CALL OF DUTY FINEST HOUR

World War II, Gamecube style. Flak jacket, combat boots and helmet not included…



Resi 4 – now that's a scary game. But this one is more sickening, because you know this is pretty much what several of your elderly male relatives actually went through, 60 years ago.

Activision's attempt to outdo the *Medal of Honor* series is the most grittily intense war game we've ever seen, and it looks incomparably better than any of EA's efforts. Beginning with a Russian assault on the German invaders, the game's early moments are a breathless, weaponless scramble as you watch your comrades getting slaughtered all around you, or executed by your own officers for cowardice when they lose their bottle. With loads of combatants on the screen a lot of the time, most just doing their own thing in skirmishes elsewhere, *Call Of Duty* does an ample job of making you feel like you're an insignificant part of a much greater conflict. If the rest of it is as intense as the opening level, this could be a uniquely gut-churning game.



Δ Cowards will be executed. And they are. It's pretty grim.



Δ Expect this to arrive by Christmas. How festive.

ADVANCE WARS

If we were in an unkind mood, we could say that this was easily the worst game on the Nintendo stand. But since we're desperate to give it the benefit of the doubt, we'll just say that the finished product is likely to be much better than this confusing, ugly demo that has nothing in common with the marvellous GBA games. As it stands, *Advance Wars Under Fire* is a basic shoot-'em-up with rudimentary battlefield tactics. It made us cry real tears. Here's hoping it's fixed by its 2005 debut.



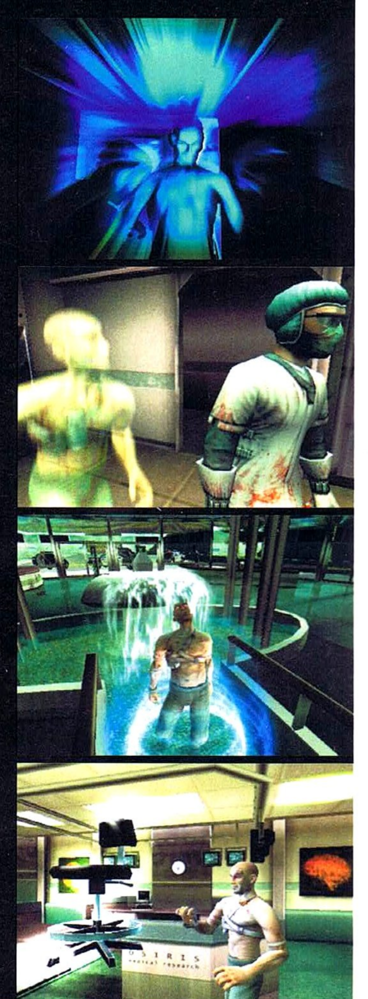






SECOND SIGHT

David Doak (of Dr Doak from *GoldenEye* fame) gave us a walkthrough of the game's first two levels, and very impressive it was too. Codemasters will publish it by the end of the year…



ODAMA

Samurai and pinball – together at last. This little Nintendo surprise was one of the stars of the show

As far as we're aware, this unlikely union of strategy wargame and pinball is a unique concept. You play the commander of a samurai army, battling to storm the enemy positions at the top of the screen. Just like in a regular strategy game you can deploy more soldiers, order them to advance or retreat and direct them to set up ladders to breach the enemy defences. While the little men are scurrying around, fighting for their lives as they carry out your orders, you flip a gigantic ball called the Odama at the bad guys, hopefully crushing more of their troops than your own.

Holding X while you flip turns the Odama into a glowing ball that travels faster than the ordinary one and converts enemies to your cause rather than flattening them. Destroying watchtowers creates space for the army to advance, and the team carrying the ladder can be bumped into position using the ball. Hitting other targets causes the flippers to be stormed by men on horseback.

There was no option to play a human opponent in the battles at E3, but a friend could plug in a set of bongos and beat out a war rhythm to inspire the army. Apparently this has the side-effect of causing the soldiers to lose confidence in player one, so the second player might have to step in as a surrogate commander. *Odama* is developed by Vivarium, the company responsible for the virtual pet game *Seaman*, and published by Nintendo. While we don't expect to see much more on it until next year, this one could be worth the wait.

> **"A FRIEND CAN PLUG IN A SET OF BONGOS AND BEAT OUT AN INSPIRING WAR RHYTHM"**



△ It's pinball, but not as we know it.



△ A power ball in full effect.



△ Launching towards the front line.



△ Ladder men on the march.

TIMESPLITTERS 3

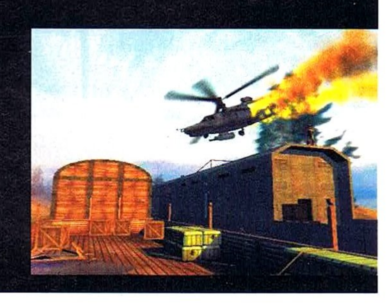
Splitsy. The old 'splitters. The old time. The old time splitters.

'Splitters 3 – or *TimeSplitters Future Perfect* – looks in much better shape than when we saw it in San Francisco a couple of months back. The level we played was set on a train, where you're assisted by another, future version of your character – who, in a nice twist, you'll get to play as later on in the game. Expect it to arrive early-ish next year.









GEIST

Unlock the spirit within with this haunting effort.

Imagine one day you wake up to find yourself dead, floating around a research lab as a ghost with no idea how you got there. Obviously the first thing you'd do is start possessing people to find out who was responsible for your demise. But you can't possess a living thing without first scaring it. You start out possessing a bowl of dog food, which you make explode to scare a guard dog. Then you take control of the dog and sneak deeper into the lab complex, until you spot a heating valve. Possess that and you can make steam hiss and pipes clank, terrifying a human guard… There's a standard four-player deathmatch too. The graphics are detailed but we'd like to see the frame rate smoothed out. Expect *Geist* in 2005…

STARCRAFT GHOST

Stealth, vehicles and more.



While it may be presumptuous of us, we know exactly how it is. You'll look at *Zelda* and *Resi 4*, and (if it's lucky) *Starcraft Ghost* will just get a cursory glance. We're exactly the same – which is a shame because *Ghost* is looking lovely. It's actually a very colourful game, with plenty of neon to decorate those cold greys and earthy browns. Technically, it's excellent too. Great textures, nice animation, solid environments, a smooth frame rate, intuitive controls, an unusual approach to stealth and a brilliantly varied mission. It's going to be great.











△ Ghost agent Nova sneaks her way past Terran guards in a warehouse.



△ She can call in assistance when things are getting really tough.



△ We reckon this'll arrive in September.

POKÉMON LEAF GREEN

You'll have to excuse us for not paying much attention to this at E3. We've already played it (and *Fire Red*). Too much. Countless hours on *Red/Blue* and enough of the Jap version for us to be satisfied it's the same game as before – just nicer looking. But you do get a wireless adaptor and 40-person chat room feature.





SPIDER-MAN 2

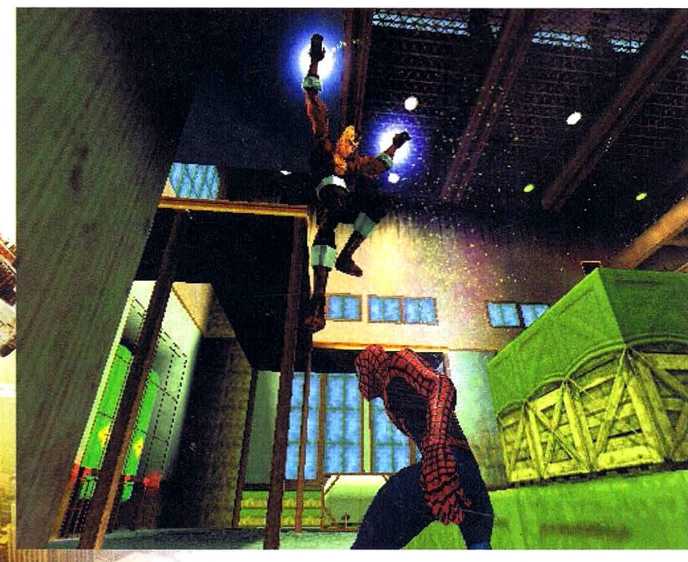
Is he strong? Listen, bud – he's got radioactive blood!

This is special. Seriously, there's never been a superhero game to touch *Spider-Man 2*, with its free-roaming structure and exhilarating web-slinging action.

Spidey can go wherever he wants, from street level to the tops of skyscrapers, by crawling, jumping and swinging in a manner that really captures the essence of the character. Shooting a webline at a building makes Spidey swing towards it. At the right moment, you have to time the next webline to make him swing around a corner, swing further up a building or dangle suspended above the street, just looking cool.

You're completely free to fight random crimes and do good deeds at street level. Alternatively, advancing the storyline by following the mission structure means you can enter buildings and use the skills you learn while messing around to fight spectacular battles in the upper reaches of the city. You even get style points for doing it like the real Spidey would. Review next month!





30 FRESH NEW TITLES!

Piped directly from E3 – straight to your warm brain…



VIEWTIFUL JOE 2
One of our favourites. Joe's also coming to DS soon-ish…



BOKTAI 2
Solar Boy Django launches this winter. Let's hope it's sunny.



POP 2
The Persian Prince returns with a darker image and game.



POLAR EXPRESS
New Hanks animated movie picked up for GC by THQ.



FIFA 2005
With no Euro 2004 game, we need this to be the business.



FIRE EMBLEM
GC version of the GBA game. No UK release confirmed yet…



FOP
(Or *Fairly Odd Parents*). Big cartoon license on GC and GBA.



GHOST RECON 2
More Clancy action from Ubi Soft, due out in the winter.



HAM-HAM GAMES
Hamster sports 'sim' that you can stuff your GBA with in July.



THE INCREDIBLES
Pixar's next blockbuster zooms into view on Gamecube.



BANJO PILOT
Rare's reworked *Diddy Kong Pilot* for GBA. Out in October.



MEGA MAN BN 4
Capcom's 'hero' returns to GBA for *Battle Network 4*. Er, yay?



MEGA MAN ZERO 3
A pair of GBA Mega Men? This looks more exciting than *BN4*.



NIGHTMARE…
…*Before Christmas* hits GBA in October. Wonder why?



FINDING NEMO
Yes – find him again. *The Continuing Story's* on GBA.



CATWOMAN
Out in the UK on 6th August. She packs some painful moves.



CATWOMAN
… and here she is taking on three men on a GBA screen.



POWER RANGERS
November sees the launch of *Dino Thunder* on Gamecube.



RIBBIT KING
A frog golf game on GC. Yes, frog golf. Or 'frolf'. True.



SHAMAN KING
Side-scrolling GBA adventure based on a Fox TV series.



SPYRO
Yes. Spyro on Gamecube. *A Hero's Tail* pops out this year.



SRS
Brit-developed *Street Racing Syndicate's* coming to GC.



X-MEN LEGENDS
Seems to have been in development for *years*…



TERMINATOR 3
The Redemption's due to arrive in September. You just watch.



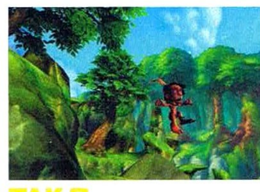
THUG 2
More Hawk's. We're mildly excited. It needs to be *great*.



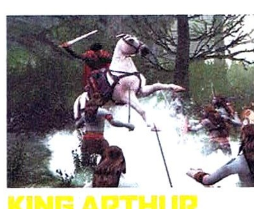
TRON 2.0
Look at it go on GBA! Set your calendar for September…



TMNT 2
The mutant toi-tuls ninja their way through another romp.



TAK 2
More cute platform stuff for your Gamecube in 2004!



KING ARTHUR
Konami's GC title's based on the new Bruckheimer film.



KINGDOM HEARTS
Square/Disney GBA crossover RPG pencilled in for December.

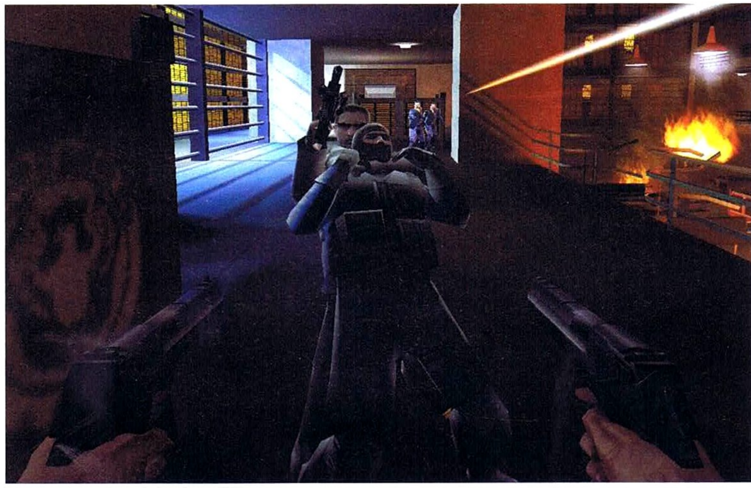
GOLDENEYE 2

Cynical – but so much fun.

The name's Eye – *GoldenEye*. It was playable behind closed doors at EA's stand, and other than the name it has nothing whatsoever to do with Rare's N64 classic. Cheeky it may be, but it's going to be EA's best 007 game. You get four weapon controls, two for each hand, so you can fire guns independently, lob grenades, reload with one hand while shooting with the other, and grab human shields – all in the middle of a huge gunfight and without breaking your rhythm in the slightest. And any game that opens with you kicking Pierce Brosnan in the face is okay by us.



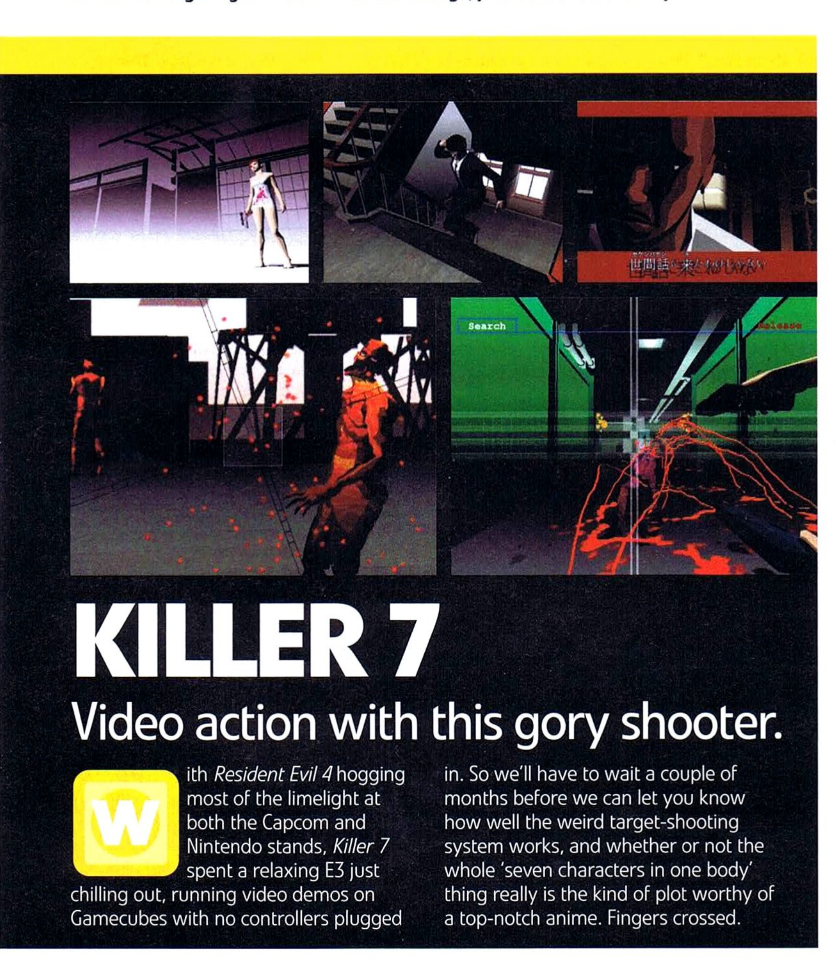
△ One of these guns occupies both hands but you can still use grenades.



△ You're a rogue agent – don't save the hostage, just blow them all away.



△ Odd Job is now your best mate – and he isn't a midget either.



KILLER 7

Video action with this gory shooter.

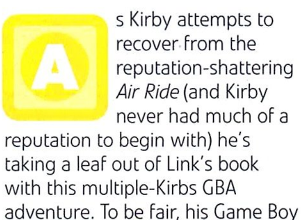
With *Resident Evil 4* hogging most of the limelight at both the Capcom and Nintendo stands, *Killer 7* spent a relaxing E3 just chilling out, running video demos on Gamecubes with no controllers plugged in. So we'll have to wait a couple of months before we can let you know how well the weird target-shooting system works, and whether or not the whole 'seven characters in one body' thing really is the kind of plot worthy of a top-notch anime. Fingers crossed.

KIRBY AND THE AMAZING MIRROR

No, wait! Don't run away!



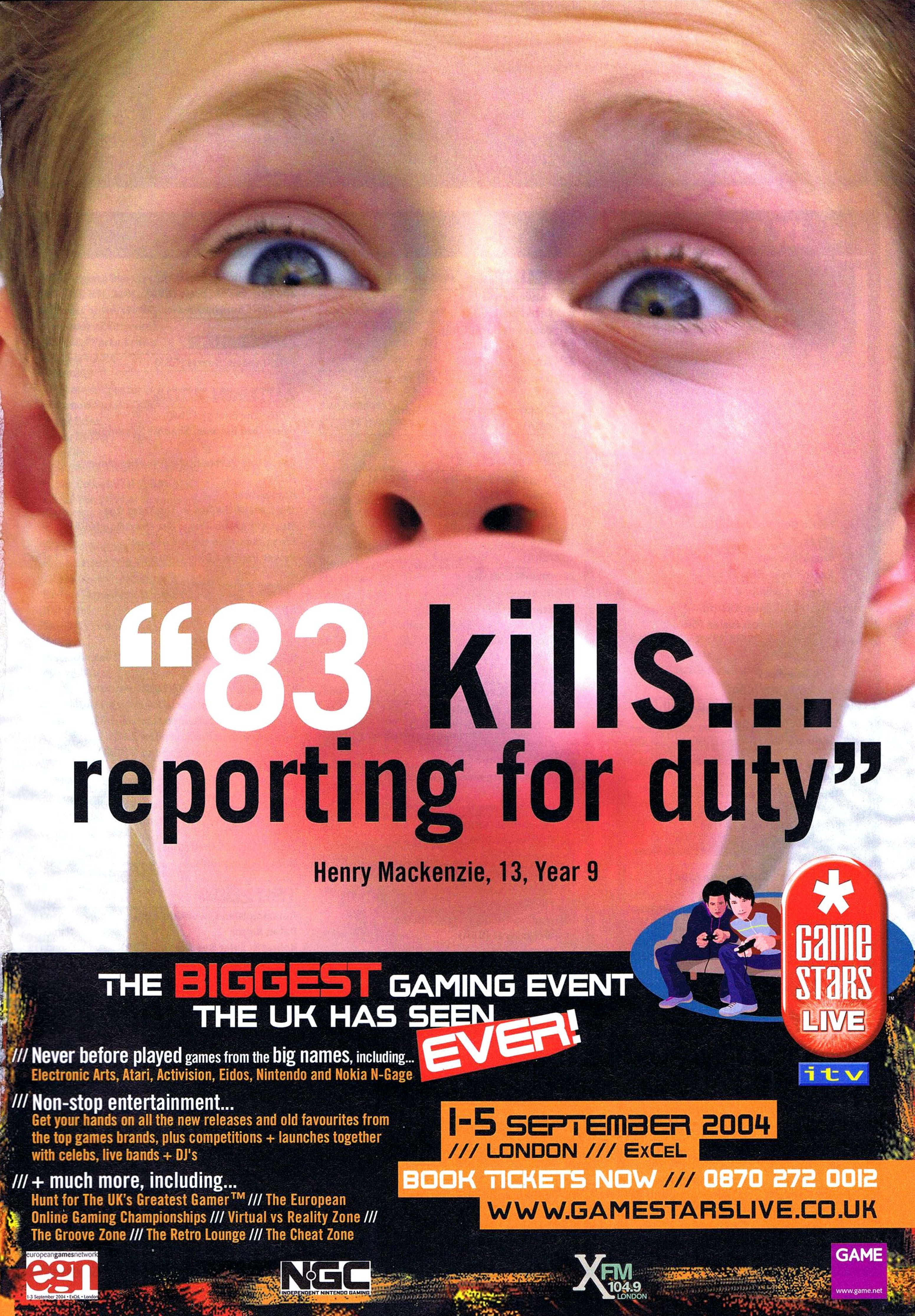




As Kirby attempts to recover from the reputation-shattering *Air Ride* (and Kirby never had much of a reputation to begin with) he's taking a leaf out of Link's book with this multiple-Kirbs GBA adventure. To be fair, his Game Boy outings have always been fairly respectable, even if they're hardly the most challenging of platform games. This one has some link-up options and a few minigames, and we're a generous bunch here at **NGC**, so if it's rehab that Kirby wants, we'll go easy on him for the UK review next issue. Maybe…






"83 kills...
reporting for duty"
Henry Mackenzie, 13, Year 9
THE BIGGEST GAMING EVENT
THE UK HAS SEEN
EVER!
Game Stars Live
itv
/// Never before played games from the big names, including...
Electronic Arts, Atari, Activision, Eidos, Nintendo and Nokia N-Gage
/// Non-stop entertainment...
Get your hands on all the new releases and old favourites from the top games brands, plus competitions + launches together with celebs, live bands + DJ's
/// + much more, including...
Hunt for The UK's Greatest Gamer™ /// The European Online Gaming Championships /// Virtual vs Reality Zone /// The Groove Zone /// The Retro Lounge /// The Cheat Zone
1-5 SEPTEMBER 2004
/// LONDON /// ExCeL
BOOK TICKETS NOW /// 0870 272 0012
WWW.GAMESTARSLIVE.CO.UK
europeangamesnetwork
egn
1-3 September 2004 • ExCeL • London
NGC
INDEPENDENT NINTENDO GAMING
XFM 104.9 LONDON
GAME
www.game.net

ULTRA RELEASE LIST

The latest on every Nintendo system game in development – special E3 update!

UK RELEASES

The most accurate listing available – although be aware that slippages can occur. All titles are for Gamecube unless otherwise stated (although we've highlighted the new Nintendo DS stuff in red).



JUNE

18	GBA SP Tribal Edition (Hardware)	Nintendo
18	Mario Golf: Toadstool Tour	Nintendo
18	Shrek 2	Activision
18	Shrek 2 (GBA)	Activision
18	Sonic Advance 3 (GBA)	Sega/THQ
25	Asterix & Obelix XXL	Atari
25	Asterix & Obelix XXL (GBA)	Atari
25	Crash Bandicoot: Fusion (GBA)	Vivendi
25	Donkey Kong Country 2 (GBA)	Nintendo
25	Rainbow Six 3	Ubi Soft
25	Spyro: Fusion (GBA)	Vivendi
TBC	Phantasy Star Online Episode III: C.A.R.D. Revolution	Sega
TBC	Ultimate Card Games (GBA)	Telegames

JULY

1	Splinter Cell: Pandora Tomorrow	Ubi Soft
2	Kirby and the Amazing Mirror (GBA)	Nintendo
9	GBA SP Classic NES Edition (Hardware)	Nintendo
9	NES Classic: Bomberman (GBA)	Nintendo
9	NES Classic: Donkey Kong (GBA)	Nintendo
9	NES Classic: Excitebike (GBA)	Nintendo
9	NES Classic: Ice Climber (GBA)	Nintendo
9	NES Classic: The Legend of Zelda (GBA)	Nintendo
9	NES Classic: Pac-Man (GBA)	Nintendo
9	NES Classic: Super Mario Bros (GBA)	Nintendo
9	NES Classic: Xevious (GBA)	Nintendo
9	Spider-Man The Movie 2	Activision
9	Spider-Man The Movie 2 (GBA)	Activision
16	Fire Emblem (GBA)	Nintendo
16	Hamtaro: Ham-Ham Games (GBA)	Nintendo
23	Room Zoom: Race for Impact	Jaleco
23	World Championship Pool 2004	Jaleco
30	Defender of the Crown (GBA)	ZOO
30	Wings (GBA)	ZOO

AUGUST

6	Catwoman	EA
6	Catwoman (GBA)	EA
27	Counter Punch (GBA)	ZOO
27	kill.switch (GBA)	ZOO
27	Street Jam (GBA)	ZOO
TBC	Dragon Ball Z: Supersonic Warriors (GBA)	Atari
TBC	Shaman King: Master of Spirits (GBA)	Konami

SEPTEMBER

3	Mega Man Battle Network 4 (GBA)	Capcom
3	Wario Ware Inc.	Nintendo
17	Mario Golf: Advance Tour (GBA)	Nintendo
17	Pac-Man World (GBA)	ZOO
17	Who Wants to be a Millionaire 2 (GBA)	ZOO
24	Animal Crossing	Nintendo
TBC	Nicktoons (GBA)	THQ
TBC	Starcraft: Ghost	Vivendi
TBC	Terminator 3: The Redemption	Atari
TBC	Tron 2.0 (GBA)	Buena Vista
TBC	WWE Day of Reckoning	THQ

OCTOBER

1	Pokémon Fire Red (GBA)	Nintendo
1	Pokémon Leaf Green (GBA)	Nintendo
9	Pikmin 2	Nintendo
15	Donkey Konga	Nintendo
29	Hamtaro: Rainbow Rescue (GBA)	Nintendo
29	Premier Manager 2004/2005 (GBA)	ZOO
TBC	Banjo Pilot (GBA)	THQ
TBC	Barbie: The Princess and the Pauper (GBA)	Vivendi
TBC	Duel Masters: Sempai Legends (GBA)	Atari
TBC	FIFA 2005	EA
TBC	FIFA 2005 (GBA)	EA
TBC	Finding Nemo: The Continuing Adventures (GBA)	THQ
TBC	Lego Knights' Kingdom (GBA)	THQ
TBC	Nightmare Before Christmas: The Pumpkin King (GBA)	Buena Vista
TBC	Rave Master (GBA)	Konami
TBC	Shark Tale	Activision
TBC	Shark Tale (GBA)	Activision
TBC	Starsky & Hutch 2	Empire
TBC	X-Men Legends	Activision

NOVEMBER

5	I-Ninja (GBA)	ZOO
26	Dead to Rights (GBA)	ZOO
26	Ms Pac-Man – Maze Madness (GBA)	ZOO
TBC	Disney's Lilo and Stitch (GBA)	Buena Vista
TBC	Hot Wheels Stunt Track Challenge (GBA)	THQ
TBC	The Incredibles	THQ
TBC	The Incredibles (GBA)	THQ
TBC	The Polar Express	THQ
TBC	The Polar Express (GBA)	THQ
TBC	WWE Survivor Series (GBA)	THQ

DECEMBER

TBC	Kingdom Hearts (GBA)	Nintendo

AUTUMN 2004

CIMA: The Energy (GBA)	THQ
Fairly Odd Parents: Shadow Showdown	THQ
Fairly Odd Parents: Shadow Showdown (GBA)	THQ
King Arthur	Konami
The Lord of the Rings: The Third Age	EA
The Lord of the Rings: The Third Age (GBA)	EA
Mega Man X Command Mission	Capcom
Power Rangers Dino Thunder	THQ

WINTER 2004

All Grown Up (GBA)	THQ
Ghost Recon 2	Ubi Soft
GoldenEye: Rogue Agent	EA
Mario Party Advance (GBA)	Nintendo
Mario Party 6	Nintendo
Mario vs Donkey Kong (GBA)	Nintendo
Medabots Infinity	Natsume
Metroid Prime 2: Echoes	Nintendo
Need for Speed Underground 2	EA
Need for Speed Underground 2 (GBA)	EA
Paper Mario 2	Nintendo
Prince of Persia 2	Ubi Soft
River King (GBA)	Natsume
Second Sight	Codemasters
Spyro: A Hero's Tail	Vivendi
Super Mario Pinball (GBA)	Nintendo
Tales of Symphonia	Nintendo

TBC 2004

Amazing Island (working title)	Sega
Baten Kaitos	Namco
Boktai 2: Solar Boy Django (GBA)	Konami
Call of Duty: Finest Hour	Activision
Custom Robo	Nintendo
Custom Robo GX (GBA)	Nintendo
Def Jam: Fight For New York	EA
DK: King of Swing (GBA)	Nintendo
Extreme Force	Namco
Fantastic Four	Activision
Far Cry Instincts	Ubi Soft
Funkydilla	Zoonami
Game Zero (working title)	Zoonami
Good Cop Bad Cop	Revolution
Good Cop Bad Cop (GBA)	Revolution
Harvest Moon: A Wonderful Life 2	Natsume
Harvest Moon: Friends of Mineral Town 2 (GBA)	Natsume
Legend of Golfer	Nintendo
Lemony Snicket's A Series of Unfortunate Events	Activision
Lemony Snicket's A Series of	



Unfortunate Events (GBA)	Activision
Madden NFL 2005	EA
Masters of the Universe He-Man: Defender of Grayskull	TDK/Take2
Muppets Party Cruise	TDK/Take 2
NBA Live 2005	EA
NHL 2005	EA
Nightmare Creatures 3	Ubi Soft
Nintendo Puzzle Collection	Nintendo
Scary Tales	Wanadoo
Space Raiders	Taito
Star Fox	Nintendo
SRS: Street Racing Syndicate	Namco
Super Collapse! II (GBA)	Majesco
Tak 2: The Staff of Dreams	THQ
Tak 2: The Staff of Dreams (GBA)	THQ
Teenage Mutant Ninja Turtles 2	Konami
Teenage Mutant Ninja Turtles 2 (GBA)	Konami
Tiger Woods PGA Tour 2005	EA
TY The Tasmanian Tiger 2	EA
TY The Tasmanian Tiger 2 (GBA)	EA
The Urbz	EA
The Urbz (GBA)	EA
Unity	Lionhead
Viewtiful Joe 2	Capcom
Virtua Quest	Sega
Yu-Gi-Oh! Destiny Board Traveler (GBA)	Konami
Yu-Gi-Oh! Falsebound Kingdom	Konami
Yu-Gi-Oh! Reshef of Destruction (GBA)	Konami
The Legend of Zelda: Four Swords Adventures	Nintendo

FEBRUARY 2005

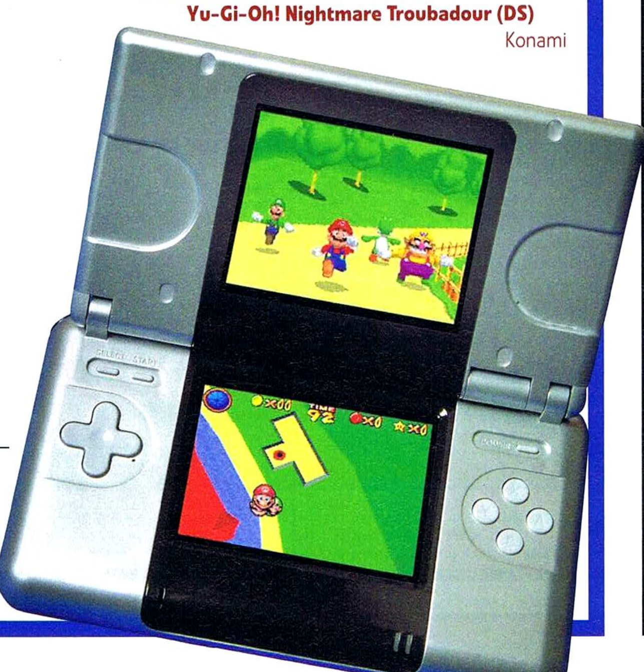
Jimmy Neutron: Attack of the Twonkies	THQ
Jimmy Neutron: Attack of the Twonkies (GBA)	THQ

SPRING 2005

Nintendo DS (Hardware)	Nintendo
Animal Crossing (DS)	Nintendo
Mario Kart (DS)	Nintendo
Metroid Prime Hunters (DS)	Nintendo
NEW Super Mario Bros (DS)	Nintendo
Nintendogs (DS)	Nintendo
PictoChat (DS)	Nintendo
Super Mario 64x4 (DS)	Nintendo
WarioWare, Inc. DS (DS)	Nintendo

TBC 2005

Advance Wars: UF	Nintendo
Bomberman (DS)	Hudson
Donkey Kong Jungle Beat	Nintendo
Dragonball Z (DS)	Banpresto
Dragon Quest Monsters (working title) (DS)	Square Enix
Dynasty Warriors (DS)	Koei
Egg Monster Heroes (DS)	Square Enix
Final Fantasy: Crystal Chronicles (working title) (DS)	Square Enix
Fire Emblem	Nintendo
Frogger (working title)	Konami
Frogger (working title) (DS)	Konami
Geist	Nintendo
The Godfather	EA
Killer 7	Capcom
The Legend of Zelda	Nintendo
The Legend of Zelda: The Minish Cap (GBA)	Nintendo
Mario Tennis	Nintendo
Mario Tennis (GBA)	Nintendo
Mr Driller (DS)	Namco
Mobile Suit Gundam Seed (DS)	Bandai
Monster Rancher (DS)	Tecmo
The Movies	Activision
Need for Speed (working title) (DS)	EA
Odama	Nintendo
One Piece (DS)	Bandai
Pac'n Roll (DS)	Namco
Pac-Pix (DS)	Namco
Project Rub (working title) (DS)	Sega
Rayman DS (working title) (DS)	Ubi Soft
Resident Evil 4	Capcom
Sonic DS (working title) (DS)	Sega
Spider-Man 2 (DS)	Activision
SpongeBob SquarePants (DS)	THQ
Tales of Symphonia DS (working title) (DS)	Namco
TimeSplitters Future Perfect	EA
Mega Man Battle Network (working title) (DS)	Capcom
Viewtiful Joe (working title) (DS)	Capcom
Yu-Gi-Oh! Nightmare Troubadour (DS)	Konami





E3 TOP 10

We saw a lot of games at E3 – almost to the point of pixel fatigue, where what we really wanted to do was go away and stare at a nice blank wall for a bit. But, like true professionals, we carried on and caught 'em all. Here are the ones that got us really *excited.*



1 RESIDENT EVIL 4
Capcom
The game of the show for us. It's looking great already – bring it on.



2 LEGEND OF ZELDA
Nintendo
Just *how* cool was that video? Realistic Link, sword whirring…

3 STAR FOX
Nintendo
Flying, shooting, explosive action. And no Prince Tricky!

4 METROID 2
Sega
Aran hunting, Aran hunted. We're up for more of the Samus.

5 MARIO TENNIS
Nintendo
We talked to the men behind it, and it's whetted our appetite.

6 ODAMA
Nintendo
Fighting and pinball, together at last. Sounds crazy, looks terrific.

7 SECOND SIGHT
Codemasters
The psychic abilities of your character refresh this stealth-'em-up.

8 JUNGLE BEAT
Nintendo
Control DK with bongos? This is one crazy, fun, platformer.

9 PAPER MARIO 2
Nintendo
We loved the original, and the sequel looks like it won't fall flat.

10 VIEWTIFUL JOE 2
Capcom
In true cinematic style, Joe returns for a sequel. And we're watching.

VOTE NOW!....VOTE NOW!....VOTE NOW!....VOTE NOW!....VOTE NOW!....VOTE NOW!....VOTE NOW!....VOTE NOW!....VOTE

MOST WANTED
UK GAMES AWARDS 2004

Your chance to shape the future of videogames, by voting for the game you most want to play…



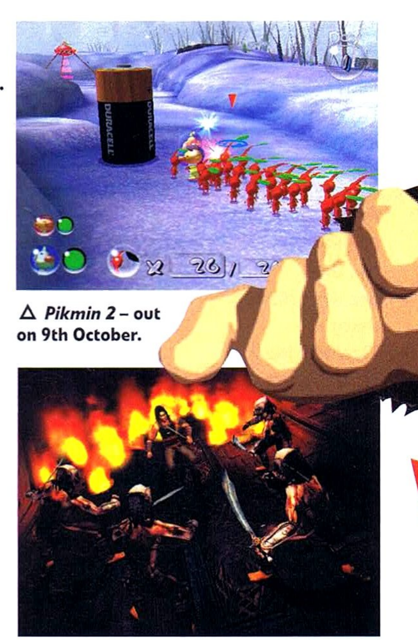
△ *Pikmin 2* – out on 9th October.

Here's how your average run-of-the-mill videogame awards ceremony works: grey industry men who earn more money than you choose games you don't care about and have no intention of playing. The award gets given out. Everyone goes home. Last one out turns off the lights.

Most Wanted isn't your average run-of-the-mill videogame awards ceremony. Not only is there not a single grey industry man in sight, but the only people that vote are the only people that count. You. Yep, you heard right. Most Wanted is *your* chance to decide who gets what.

But with an added twist. See, it's not about games you never played that came out 12 months ago. It's about exciting new games coming your way soon. It's about what's hot and what's hotter between now and Christmas. We want you to take a look at the games coming up for Gamecube and GBA in October, November and December, and tell us which ones you most want to play. It's entirely up to you. *You* vote for the games *you* want to play. Then we reveal all in the autumn. Simple!

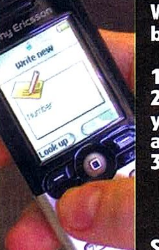
◁ ***Zelda: The Minish Cap*'s not out until 2005. Check out the previous two pages to see what's out *this* year.**



△ ***Prince of Persia 2*. Will the meaner, darker sequel get your vote?**

HOW TO VOTE FOR YOUR "MOST WANTED GAME"…

SMS



We need you to text us three vital bits of information…

1. Txt NGC followed by a space
2. The name of the game (in full) you want to nominate, followed by a space
3. The system you want to play it on

Eg. NGC PIKMIN2 GAMECUBE

Send it to 83130 (message costs 25p inc VAT plus your normal text cost)

TEXT 83130

WEB



You can also vote by logging on to Games Radar. And while you're at the site you'll have plenty of inspiration for what to vote for.

http://gamesradar.msn.co.uk/

TERMS AND CONDITIONS Text messages cost 25p inc VAT plus your normal text cost. Competition open to UK residents only. All votes must be received by midnight on 05/07/04. Entrants must not be an employee, agent or subcontractor of the promoters, or a relative of any of those persons. The promoter is Future Publishing Limited, Beauford Court, 30 Monmout Street, Bath BA1 2BW, Company No. 02008885

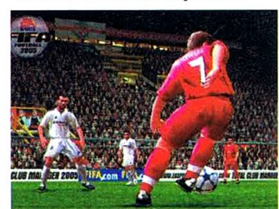
...VOTE NOW!....VOTE NOW!....VOTE NOW!....VOTE NOW!....VOTE NOW!....VOTE NOW!....VOTE NOW!....VOTE NOW!....



△ *Metroid Prime 2: Echoes.* Geraint's already looking forward to a hot slice of Samus-on-Samus action. Are you?



△ *Pokémon Fire Red* or *Leaf Green*? The choice is yours…



△ *FIFA 2005.* Always tops the charts. But d'you *really* want it?

△ New *GoldenEye.* Just the (Odd) job?

WHAT'S OUT WHEN?

ULTRA RELEASE LIST

UK RELEASES

GO HERE FOR A FULL RUNDOWN p44

△ *Donkey Konga*

WANT IT?

Then make the developers' day by voting now…



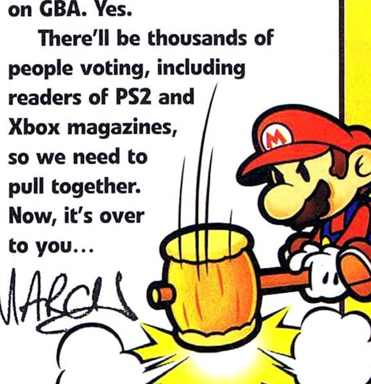
By now you'll have a good idea of what Most Wanted is all about. And the great thing is that unlike most awards ceremonies, this one isn't predictable. There's no *Wind Waker* pencilled in to sweep the board, for instance, but rather lots of titles with great potential looking for your support.

So the big question is, which game – or games (you can nominate as many as you like) – are you looking forward to this Christmas?

Some of the people I call 'work colleagues' have already started to show their true colours. Mim(tendo) gurgles like a dying fish at the mention of *Paper Mario 2.* Currently topping Kittsy's list is *Second Sight,* while The Welsh Gent's horny for *Tales of Symphonia, Metroid Prime 2* and *Donkey Konga.* We didn't contact Madame Greener. But we think (s)he might fancy a spot of *Lego Nights Kingdom* on GBA. Yes.

There'll be thousands of people voting, including readers of PS2 and Xbox magazines, so we need to pull together. Now, it's over to you…

MARCUS





BLOOD, SWEAT AND JEERS

Coming to pound all memories of *Wrestlemania's* clumsy interface and awful Revenge mode is the far sleeker-looking *WWE Day of Reckoning*. With better controls, a more interesting Story mode and girls in their knicks, what more do you want? ...Blood?... ...There's that too...

WORLD EXCLUSIVE!

WWE DAY OF RECKONING

Forget the Wrestlemania tag – this is the year it all begins again. As Vinnie Mac insists on telling us...

INFO BURST

PUBLISHER	THQ
DEVELOPER	YUKE'S
RELEASE DATE	SEPT
PLAYERS	1-4
MEM. CARD PAGES	1
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40

DAY OF RECKONING

Grappling with the glossiest wrestler around

GET THE TABLES!

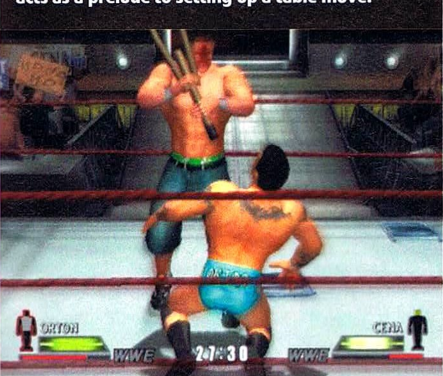
'Tables, ladders and chairs… oh my!' Jim Ross once said, and though the WWE tag division doesn't see so many bone-crunching TLC matches any more, in DOR they're better than ever. Ah, Jeff Hardy, we hardly knew ye.



■ Yes, you *can* do a suplex off the ladder if you want to. Mind those vertebrae…



■ Amusingly, there's a boff-their-head move that acts as a prelude to setting up a table move.



■ Yuke's are 'considering' weapons finishers. Let's have a Pedigree-on-a-chair, eh?



△ Stacy and Trish are both already on the roster of confirmed wrestlers so you can recreate this tender moment in the privacy of your own home. But we'd like to see Triple H in a Bra 'n' Panties match. *That* would be funny…

CLANNNG!

Tex Avery fans rejoice – it's now possible to combine weapons, Roadrunner-style, for maximum carnage. Note: this doesn't work in Smackdown…



STEP 1: *Ensure that the bin fits snugly around your opponent's head and torso.*



STEP 2: *Pick up a chair, and play a sweet bongo rhythm on the bin. Mmm, concussive.*



STEP 3: *With your opponent concussed, feel free to beat them like a man-shaped tambourine.*



Hear that 'ahhhh' sound? That's Vince McMahon's staff breathing a collective sigh of relief. After last year's bizarre 'Revenge' mode – where the Rock, Undertaker and Stone Cold protested at their wrongful dismissal by, um, throwing construction workers through windows – WWE on the Gamecube's going back to basics. It's goodbye chauffeurs with fractured collarbones, hellooo Pay-Per-View.

In practical terms, this means *Day of Reckoning's* Story mode is fairly similar to the last *Smackdown's*. You guide an aspiring young wrassler from his first appearance to (hopefully) a title shot at Wrestlemania, feuding and making friends along the way. With a branching story path, it's possible to join different factions, like Ric Flair's 'Evolution', or go it alone as a babyface. An improved Create-A-Wrestler mode helps out here, allowing you to build a near-perfect recreation of your own baby-smooth features – and, er, get them mashed up and bloody.

Also new are some of the WWE's smuttier match types, including the notorious Bra 'n' Panties match, where the object's to strip your opponent to her frillies. And, of course, this is all done with a better grappling system and improved features like the submission gauge

MEET THE BOSS



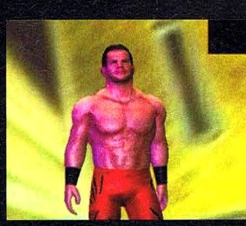
Former WCW head Eric Bischoff once actually fired Steve Austin in real life. That hasn't helped his popularity with the fans, who like seeing him get his face kicked in on every edition of Raw – and he's the bad guy in DOR. He forces you to join Evolution. There's nothing to stop you betraying him.

HHHIN-TRRRO-DUCING…

For those who like this sort of thing, the wrestler intros are astonishing – for example, you can actually pick out the individual particles of water as Triple H dribbles it down his chin.



■ This bronzed beefcake is Batista. His hobbies include weight-lifting, snarling and getting tattoos.



■ But the absolutely shiniest man in WWE has to be Chris 'Gappy' Benoit. He's the champ, y'know.



THAT'LL DO IT

Smackdown isn't shy about making those special moves stand out. Observe.



△ Triple H firmly clenches his opponent's head between his thighs…



△ And bosh! The screen erupts in colour as he slams their head into the mat.



△ Then you get it replayed four times, from several different angles. Um, cheers.

HEY REF!

Weapons damage always gets a bit contentious in wrestling games. In the 'real' thing, one sturdy clout with a sledgehammer's enough to end the match, but that makes games a bit one-sided. Here, Yuke's have gone for a compromise. Weapons break – which never happens in 'proper' matches – so you can't simply batter an opponent with the same chair until they stop twitching.



△ What flimsy materials do they make these chairs out of anyway, eh?



and the impressive reversals from *Wrestlemania XIX*. With only a dozen wrestlers revealed and the rest of the line-up in question (Brock Lesnar's left the WWE to join the NFL, for instance), THQ are clearly keeping a lot of *DOR's* appeal tucked snugly in their man-tights. Still, it's already great fun to play – and beating up Raw general manager Eric Bischoff promises to be much more satisfying than chucking a parking attendant off an oil rig.

GETTING A GRIP

It's not just about Wrestlemania any more, and with the shift in emphasis comes a massive improvement from Yuke's. The similarity to PS2 game *Smackdown! Here Comes The Pain* is obvious, but that's not necessarily a bad thing. In fact, *DOR* gets all the best bits of the PS2 grappler, with graphics that (literally) outshine any other wrestling game. Chris Benoit, in particular, looks as if he's been freshly baby-oiled and shoved straight down the ramp.

Facial animation and cloth physics have been improved, and the camera's better at capturing the angles used in the real thing. Control's intuitively translated, too – the expanded counter system's a joy, combinations are satisfyingly easy, and tapping the control stick to switch targets makes sense. The 'momentum' system's trickier to explain but makes sense in action. Basically, varied offensive moves are the key to getting in the red zone where the Special bar charges up at top speed.

In fact, our sole reservation's about the way you pull off the Specials – doing a taunt first

> **"BASICALLY, VARIED OFFENSIVE MOVES ARE THE KEY TO GETTING IN THE RED ZONE"**



JUICY…

Juicing – the practice of slitting your own noggin open with a concealed razor – is well known to grapple fans. It's more vicious than ever in DOR, with chair-battered wrestlers writhing about on the floor in full on crimson mask mode. And yes, there is a 'first blood' match option.

NOT THE HALTER-TOP

It's a relief to see that you can't make the ladies bleed. In fact, in the infamous Bra 'n' Panties match, the only thing that gets hurt is your dignity. And, to some extent, your ribs.



Things start with some friendly lady-tussling. No worse than we've seen outside a nightclub.



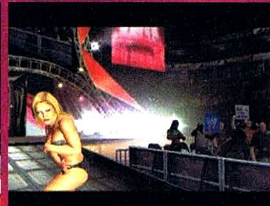
But with a tooth-loosening slap, things start to go the lovely Stacy's way…



Trish gets a bit short of breath, so Stacy helps her out of her restrictive top…



…And, erm, her trousers. Understandably, this takes a bit of frantic button-hammering.



Oddly, Trish gets a bit shy, even though she's wearing more than most of the male wrestlers.



HE'S FIGHTING BACK!

The sudden comeback's a WWE staple, and it's implemented in DOR via the Momentum Shift system. Basically, if you're getting a world-class ass-whupping but you reverse a big move at a key moment, you'll get back a chunk of energy and a whole pile of Special move juice. This also applies if you get to the ropes to break a hold or your opponent uses the same move too often. Hit A+B to trigger your special – but if your opponent does the same, he'll negate the effect.

CELL DAMAGE

For the first time, it's possible to do this, the most suicidal move never seen in a real wrestling match.



■ **First, slam your opponent down through the Hell In A Cell roof with a Special – the F.U. works nicely.**

■ **Line yourself up…**

■ **And then dive-bomb onto their already mangled ribs. At this point, the three-count's just a formality.**

announces 'Look out, other player, I'm trying to do a finisher', and they scarper out of the ring – or get hit twice in a row. Still, that should be sorted before release, as should the *slightly* forgiving difficulty level.

The wrestler roster's yet to be finalised, but THQ are promising a 40-strong lineup. It already includes Christian, Booker T, John Cena, Chris Benoit, Kane, Triple H, Batista, Trish Stratus, Stacy Keibler and Randy Orton. There'll also be unlockable Legends like Andre The Giant and Sergeant Slaughter – there's no definitive decision yet, but fingers crossed for Jimmy 'Superfly' Snuka and the Macho Man.

What's most interesting, though, is the Story mode. Last year's Revenge mode was a massive disappointment, so we're hoping for big improvements here. At the moment there's limited interaction in the storyline, but we're expecting events from last season's programmes – think Bischoff getting soaked in beer and getting beaten up a lot.

It'll also be interesting to see if they've improved on Smackdown's slightly lacklustre 'friendship' system – although you could (sometimes) interfere in matches in the PS2 game, it didn't really have that much effect on who liked you and who didn't. Other key features have yet to be revealed or confirmed – for instance, the match options are sturdy, including Cage, Hell In A Cell, Ladder, TLC and Iron Man, with Tag, Triple Threat and Fatal Four-Way variations on most of the above, but so far there's no sign of the notorious Elimination Chamber. Similarly, there's no warbling from Jerry Lawler, J.R. or Taz yet, though THQ have said they'll 'almost certainly' be including commentary. Could this be the best new wrestler since Aki's *No Mercy*? The Day Of Reckoning comes in September, with a GBA game to follow shortly afterwards…



WORD LIFE

The grappler list's still unconfirmed – pesky ever-shifting WWE lineup – but John Cena, is sure to make the cut. His intro's spot-on and he's even got his brass knuckles hidden at the edge of the ring. What's more, he's got a move called the 'Five Knuckle Shuffle.' Yanks just don't understand, do they?

DID YOU KNOW? *Kane hasn't always been the Undertaker's 'brother' – he used to be an insane dentist called (good grief…) Isaac Yankem.*



NGC THE VERDICT YOU DESERVE!

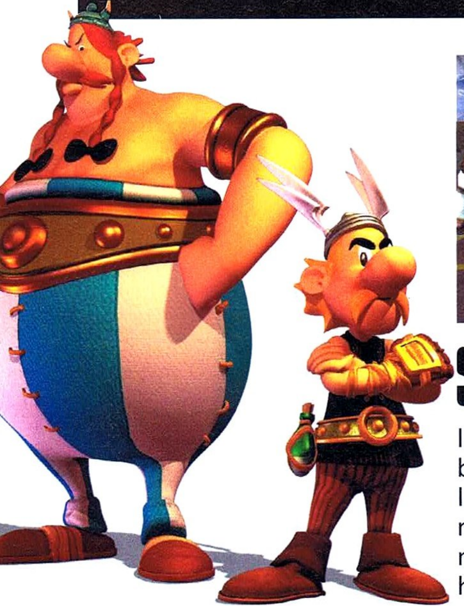
REVIEWS



MARIO GOLF TOADSTOOL TOUR

Bringing colour, fun and Chain Chomps to the world of tacky sweaters and big-money tournaments. **P54**

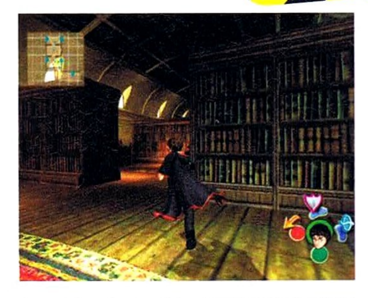
WARNING! SPOILERS AHOY! OUR REVIEWS CONTAIN SENSITIVE INFO!





SHREK 2

It's summer, so it's time for blockbuster film tie-ins. Innovative multiplayer mechanisms and inventive minigames still can't ensure a happy ending for this. **P58**



HARRY POTTER & THE PRISONER OF AZKABAN

As his films get darker, his games get better. Let's get Clancy to write the next Potter book… **P60**

REVIEWS...

HOW IT WORKS...

Our reviews are the most comprehensive on Earth. We devote more pages to the games you want to know about, and give you loads of detail. We don't rest until we've played a game enough to pinpoint ALL of its strengths and weaknesses, and be able to deliver the most honest, no-nonsense verdicts around.





PIKMIN 2



Another spaceman, new cave levels and, of course, the hands-on gaming debut of purple and white Pikmin. Pray that Olimar doesn't make any terrible jokes...

P62

OUR SCORING SYSTEM

0-24
■ Crushingly awful, massively dull. Rest assured, this game is crud.

25-49
■ A disappointing title, stashed with nasty faults and likely to be short on any quality.

50-74
■ Some great bits, some not-so-great bits. Decent but definitely problems.

75-89
■ Great fun, brilliantly programmed at times, but probably flawed.

90+
■ Rarely awarded, a 90+ is essential. Buy with confidence.

NGC STAR GAME

THE SCORE BAR

■ The verdict explained for you...

PROS AND CONS

Because we think it's important to provide you with balanced reviews, we'll sum up the game simply with some quick plus and minus points.

IF YOU LIKE THIS...

Not all games are good (unsurprisingly) – so you'll be wanting to know what the alternative is. We'll provide suitable suggestions here.

VISUALS AND SOUNDS

Gamecube sends PS2 packing. Do the visuals and sounds show this?

MASTERY

How well does the game make use of the Gamecube's startling hardware?

LIFESPAN

Will it last you a lifetime or a couple of minutes? This is where you'll find out for sure...

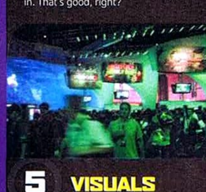
VERDICT

We don't throw scores around – we give a game what it deserves. Here you will find the definitive verdict as to whether you should bother purchasing a game.


+
- All the big forthcoming titles.
- In California.
- Backstage access.


–
- Hectic.
- Crowded.
- Hall full of blokes who kiff of sweat.

IF YOU LIKE THIS...
Gamestars Live!
Londonsoft
NGC/09, 80%
It's in Britain, and the general public are allowed in. That's good, right?



5 VISUALS
What it gains for booth babes it loses for fat hairy blokes.

5 SOUNDS
So much noise! But most of it's just bleep and blork.

10 MASTERY
Despite that, E3 rocks. Because the newest stuff is there.

7 LIFESPAN
Only a week long, but it keeps on happening. See you in 2005!

VERDICT
E3 is the biggest and best games show in the world. It's not perfect, but some of the things on show come close.

NGC **89**

MEET THE NGC TEAM

After seeing E3's treasures, what are the team looking forward to?



MARCUS
Marcus can't be doing with software. No, he wants DS, DS and more DS. What is he going to play on it? Nothing. He just wants it.



PAUL
We're still trying to convince Paul that the beautiful booth babes aren't being shipped to shops later in the year.



KITTSY
Very, very excited about Resident Evil. *The weapons, the people to kill, the gore... shame about the 'protect the girl' bit, really.*



GERAINT
There were plenty of RPGs on show, but Ger's hot for Metroid. *The dark world reminds him of Port Talbot, for one thing.*



MIM
If she can't have Shigsy in his Link outfit, Mim will be content to snuggle down with Animal Crossing *and* Hamtaro: Rainbow Rescue.



EFFY
Effy is determined to honour his Mayan ancestors – when DS arrives, it's farewell writing, hello PictoChat.



"Use more masterful techniques"

△ Shame there wasn't more of this stuff, really. Get your ball stuck in here and it's curtains.

△ Peach's Castle sets the scene for the penultimate stage…

△ Parakoopa here signals that you've walloped your ball into the dirt – rather than his *stupid face.*

INFO BURST

PUBLISHER	NINTENDO
DEVELOPER	CAMELOT
RELEASE DATE	18TH JUNE
PLAYERS	1-4
MEM. CARD PAGES	13
GBA LINK-UP	YES
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40

△ Presentation-wise, you can't fault it for its clean and crisp models and environments.


Character battle pits you against an opponent – there are loads of great victory animations when you, er, lose.



Oooh! We can see the hole, but will our little ball make in in there? Go on, ball!



The Egyptian-themed course. Makes a change from the usual hot-cold-wet levels in games.

MARIO GOLF TOADSTOOL TOUR

Who's the Caddy now?! We take Mazza's latest for a test drive – and find there's little 'shroom for improvement.


With the release of *Mario Tennis* set to coincide (we estimate) with man's first steps on Mars, you can console yourself in the knowledge that there's at least one other Mario-themed sports sim knocking about – and one that isn't too shabby either.

> **YOU'LL BE PAR-ING AND BIRDIE-ING YOUR WAY THROUGH THE EARLY STAGES**

Toadstool Tour, then. Not exactly a great departure from the N64 version – at least in so far as it offers the same mix of 'normal' and 'crazy' Mushroom Kingdom-style courses to test your skills on as the earlier game did. Has anything changed for the GC?

COURSE YOU CAN

In traditional Nintendo fashion a simple-but-deep control scheme is in full effect. There are two ways to set power and accuracy when taking your shots. First is Auto. Simply by stabbing A the game sets the power for you, letting you concentrate on hitting the ball accurately. However, with the manual setting you not only have to set your own power and accuracy, but you can also use more masterful techniques, adding topspin or backspin to give you the edge. It's a fantastic system that adds massive depth to the way you play, but also serves as a great leveller for lesser skilled players.

When you first pick it up it's relatively easy to get into, and you'll be par-ing and birdie-ing your way through the early stages. But four or five courses in you'll find the difficulty steps up significantly and to perform well you'll have to get to grips with the tougher control scheme.

THE KING OF SWING?

Unsurprisingly, this is all very accomplished stuff from Camelot, with very





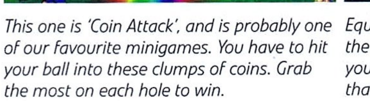
SPIN ON IT

In a nod to N64's Mario Tennis, there's a two-button combo system to help you gain the advantage. By stabbing A or B in quick succession when setting your accuracy, you can give the ball backspin or topspin for extra distance or less roll on impact.

MINI GOLF

Try your hand at these minigames…




This one is 'Coin Attack', and is probably one of our favourite minigames. You have to hit your ball into these clumps of coins. Grab the most on each hole to win.



Equally amusing, but also much trickier, is the 'Ring Attack' game. Here you have to get your ball to fly through the ring – so watch that wind meter to avoid frustration, eh?



'Near-Pin' gives you just one shot at each hole, with the idea being to get as close to the flag as you can in one swing. it's here that the topspin really comes into play…



'Speed Golf', despite being nothing more than a Time Attack-style mode, really does change the focus of the game, requiring you to perfect those sneaky shortcuts.



△ Peach takes a swing in DK's Jungle.



△ This machine selects clubs and conditions.



△ The overhead view. Pretty useless really.

little to fault. All the characters you know and love are there to use – complete with their varied skills – and the courses are all well designed, with a pleasing variety of challenges. We do, however, have just a couple of little niggles.

To begin with, the camera isn't quite as versatile as we'd like it to be. There's no 'free mode', for example, with the only viewing options limited to a bird's-eye view or a camera that follows your ball's potential trajectory. It's restrictive and mildly irritating at its very worst, but by no means a major problem with the game.

Our other gripe is that, this being a Mario game, we'd have liked more areas like those found in the game's last pair of unlockable courses. These are far more Mushroom-themed than the earlier ones, offering obstacles like Chain Chomps, Boos and Bombs, which, despite introducing a frustrating random element if you're on the wrong end of them, add excitement. True, it'd be tiresome to have these in every course and it would drive purists away, but we can't help but feel that, overall, more Mario-ness could have been injected into the earlier stages.

Aside from these relatively silly quibbles, *Mario Golf* is highly entertaining, not least because of the huge number of modes, challenges and minigames.



PIKMIN?

When we were (cough) 'exploring' Peach's castle, we found this patch of flowers. After clubbing our ball through it a bunch of Pikmin jumped out and did a runner. This kind of Nintendo touch really makes our day. If you find any more cheeky extras like this in the game, let us know!

> **"ALL THE CHARACTERS ARE THERE TO USE, COMPLETE WITH THEIR VARIED SKILLS"**

FORE COURSE MEAL

It's a game that isn't shy when it comes to piling on the extras to boost its lifespan either. There's the standard Tournament mode, where finishing in first place unlocks the next set stage, there's a 'character match' that pits you against a single opponent (where victory boosts your chosen character's stats) and, on top of that, you have



BURNIN' UP

Clobber the round dimply one with perfect timing and you'll get your character's signature trail. If you apply a spot of super backspin or topspin, the ball leaves a scorchmark behind it when it lands.



△ The grid gives you a better idea about the lay of the land, letting you judge the gradient of any slopes. You need to pay attention to this, especially if you want to perfect your putting.

the near-immortal prospect of the game's multiplayer mode for both solo and doubles play.

The question is, of course, which wins out overall – this or EA's equally impressive *Tiger Woods 2004*? For us it's a matter of accessibility over content. Both games have massive longevity and *Tiger Woods* offers far more in the way of depth, yet for instant amusement – particularly in multiplayer – it's *Mario Golf* that does it for us.

GERAINT EVANS



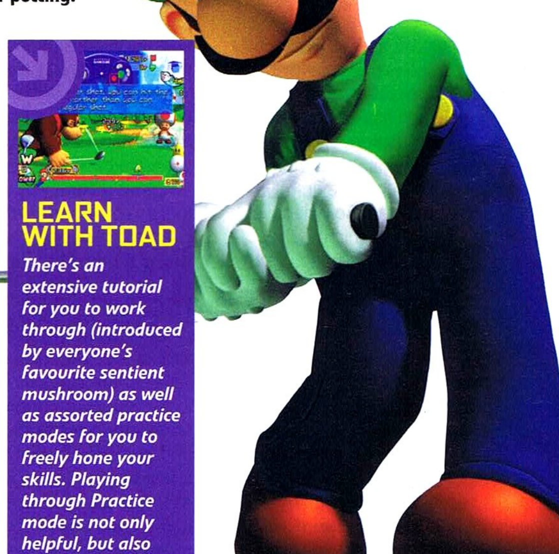
△ Both Wario and Waluigi have a cracking selection of 'Wah!' samples.



△ Pitch the cannon up, aim for the nose and… er… wrong game. Sorry.

LEARN WITH TOAD

There's an extensive tutorial for you to work through (introduced by everyone's favourite sentient mushroom) as well as assorted practice modes for you to freely hone your skills. Playing through Practice mode is not only helpful, but also unlocks a secret character. Lovely.





- Brilliant, simple and intuitive controls.
- Sweet extra modes.
- It'll last you ages.



- Restrictive camera.
- Not 'crazy' enough for our tastes.
- …um, that's it.



IF YOU LIKE THIS...

Tiger Woods PGA Tour 2004
EA
NGC/86 84%
Mammoth in size and stat count, and efficient as ever.



8 VISUALS
Clean, crisp and bold with some truly spectacular stages.

8 SOUNDS
Memorable 'happy' music and tons of speech samples.

7 MASTERY
Simple, intuitive controls but the camera's weak.

9 LIFESPAN
More modes that you can shake a club at and a fab multiplayer

VERDICT
Good clean wholesome fun that's easy to get into, difficult to master and will last you flippin' ages.





"Collect a bunch of eyeballs"


Δ Be thankful you can pound his smug face into the tarmac. Using the power of belly.


Δ Collect 12 chickens? This really is cutting-edge stuff… if you can stay awake.



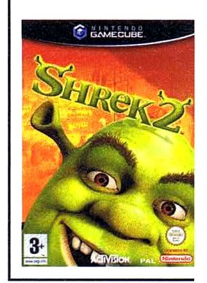
Δ A donkey, a see-saw and a barrel of TNT. If you think 'hilarity ensues', think again…


Δ These mice follow the trail of cheese. If they die you have to start again. Genius.


Δ Use your shoulder triggers to shuffle between the different characters.

INFO BURST

PUBLISHER	ACTIVISION
DEVELOPER	LUXOFLUX
RELEASE DATE	OUT NOW
PLAYERS	1-4
MEM. CARD PAGES	2
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£40



SHREK 2

Try kissing it as much as you want, but you won't turn this into anything other than the warty toad it truly is…

You only have to read this month's review of *Asterix & Obelix XXL* to find out how suspicious we are of any game that tells you to collect X amount of Ys within the first five minutes of the start. So when we came to *Shrek 2* – which commands you to collect a bunch of *eyeballs* as its opening task – we really didn't hold out much hope.

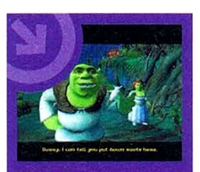
However, despite being pretty similar to *Asterix* in both its collecting marathons and its reliance on repetitive battling, *Shrek 2* does have one thing going for it. That one thing being that it isn't a complete disaster.

It's hardly going to win any awards but, to be fair, there is a fair number of nice ideas on display here. First off is the ability for up to three extra players to whack in a joypad and join in the action at any time. Take the joypads back out of the Gamecube and and player one will be in direct control again. It's a simple addition, but one that makes you wonder why no-one seems to implement a similar system in other multiplayer games.

ON THE JOB

Structurally, the game is quite simple – a case of navigating a series of areas interlinked with locked doors, barriers and the like. Complete the objective in each area and you'll be allowed to move on. These objectives range from 'defeat all the enemies', 'collect all the items' and 'solve the simple switch puzzle' to more surreal tasks like 'chuck chickens into a soup pot and 'guide blind mice to safety as they follow a trail of cheese'. There's a pretty diverse set of objectives, then, and, unlike *Asterix*, there's a more detailed co-op mechanism going on that helps to inject a little more enjoyment into the tasks.

There are four playable characters in your party at any given time. You always have Shrek, his missus Fiona and that stupid donkey. The fourth character changes as you work through the game and can be anyone from the Gingerbread Man to Puss In Boots or the Big Bad Wolf. When playing on your own, a simple tap of the shoulder buttons cycles through the characters under your control. Each one has their own specific special skills, and you have to use



BAD MOUTHING

*Long-time readers of **NGC** will know by now how much we loathe shoddy voice acting – something that Shrek 2 has its fair share of. The 'amusing' quips become repetitive (and aren't voiced by the real actors) and the story-telling scenes are painful in their half-arsed execution.*

HERO TIME

Each member of your team has a specific skill. Main star Shrek can pick up objects. The donkey knocks down trees, while Fiona can activate a bullet-time effect to slow any moving obstacles.





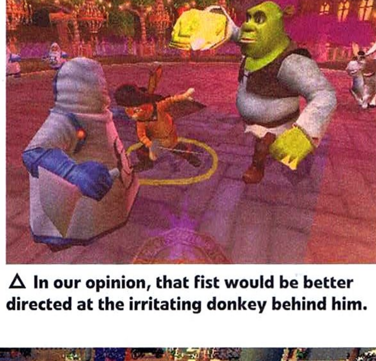
△ Other characters are pants when it comes to walking, fighting and, well, anything.



△ If you punch that slug enough his eyeballs pop out. It's true, but desperately unfunny.



△ In our opinion, that fist would be better directed at the irritating donkey behind him.



△ Puss In Boots here can tight-rope walk.



△ Free these leprechauns from cages.

△ This town area has a more freeform structure than some areas as you can choose your tasks in any order. Unfortunately, it doesn't detract from the fact that they're not much fun.

the whole group effectively to overcome the challenges.

On top of this, there's a sweet collection of minigames, like a rhythm action oddity where you have to sing to a bunch of blackbirds and a chase sequence where – in a *Crash Bandicoot* stylee – you have to get your dragon-riding donkey to high-tail it after a rampaging bulb of garlic.

PARTY POOPER

Unfortunately, despite the fact that *Shrek 2* at least *tries* to be fun, we can't honestly see anyone enjoying playing it for longer than an afternoon. 'A' for effort, then, but undoubtedly 'E' for achievement.

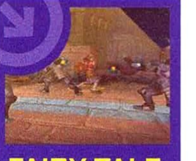
To start with, in single-player the AI of your motley band of companions is atrocious. They frequently die on important sections, forcing you to restart the area again. Through no fault of your own, they get stuck in the scenery forcing you to take control of them and manoeuvre them into open space so you can continue.

To compound matters even more, the presentation isn't exactly the best. Ugly visuals and irritatingly cheesy one-liners will make you want to thump down the pad in disgust. The story-telling sequences are voiced by someone who sounds like he really couldn't wait to collect his paycheque and get out of the studio, while the overall technical standard of the game can only be described as below average. The controls feel loose and vague, collision detection is weak and, ultimately, it reeks of a product that could have done with a few extra months' polish.

At the end of the day, at best, *Shrek 2* only really has any merit in so far as it isn't quite as bad as some other games. Which is hardly much of a recommendation.

GERAINT EVANS

> **"A CO-OP MECHANISM HELPS TO INJECT A LITTLE MORE ENJOYMENT INTO THE TASKS"**



FAIRY TALE

The game does a pretty decent job of not only animating, but bringing a genuine sense of character to each individual fairy tale 'personality'. In particular, we liked the psychotic chicken-boiling Miss Riding Hood and the ninja-like Gingerbread Man.

+

- Smart multiplayer feature.
- Some nice ideas.
- It does try.

–

- Ugly.
- Shallow.
- Repetitive.
- Dull.

IF YOU LIKE THIS...

Zelda: Four Swords
Nintendo
NGC/93 92%
The benchmark four-way, puzzle-solving, enemy-battering adventure.



5 VISUALS

Looks unfinished. Hardly fitting given the subject matter.



4 SOUNDS

Forgettable music and truly irritating voice samples.

4 MASTERY

Some imagination in the design of the tasks. That's it.

3 LIFESPAN

After one measly afternoon you'll want to see the back of it.

VERDICT

Not a terrible game as such – it *tries* to be entertaining – but it's a repetitive and technically poor use of a license.





"A genuine progression for the Potter games"

MAGIC MOMENTS
As the game progresses you learn more spells. You start with Flipendo – mostly used to shoot monsters – but you'll also get to grips with Lumos and more.

Pull and hold to target an opponent and then cast your spell.

GAME ON
The selection of minigames includes magical duelling and owl racing, which two players can enjoy.

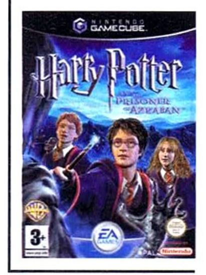
Press in time with the owl's wings to fly faster.

FIRM FRIENDS
You can swap from controlling Harry to Ron or Hermione – each has special abilities but you need to use 'em in conjunction to solve some puzzles.

CAST AWAY
You'll get to meet all the popular characters, even if in some cases (such as Professor McGonagall) they don't look anything like they are supposed to. And Snape sounds nothing like Alan Rickman…

INFO BURST

PUBLISHER	EA
DEVELOPER	EA
RELEASE DATE	OUT NOW
PLAYERS	1-2
MEM. CARD PAGES	3
GBA LINK-UP	NO
SURROUND SOUND	YES
WIDESCREEN	NO
COST	£40



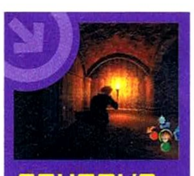
HARRY POTTER AND THE PRISONER OF AZKABAN

Potty about Potter? Then this third outing for The Boy Who Lived should see you in Hogwarts heaven…

Whisper it, friends: there isn't a whole lot of story in *The Prisoner of Azkaban.* Dementors spook our hero, Harry learns about Sirius Black then how to repel said Dementors, and then it's off to the finale with some foreshadowing (the business with Scabbers) and creaky plot device filler (Hermione and the time-thingy) padding things out along the way.

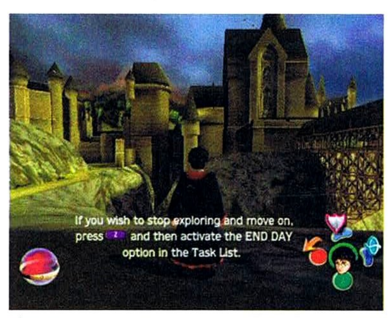
Unsurprisingly, then, the game of the film of the book has to do some padding of its own, as the threat posed by Sirius Black is absent for much of proceedings. But the padding is admirable; the game is divided into school days with a list of objectives, and our heroes must attend lessons. And in the lessons where Harry, Ron and Hermione must learn a spell, they take the form of a *Zelda*-esque dungeon – a neat touch even if it is one that alarmingly flags Hogwarts as the most dangerous school ever built. Especially when the first 'dungeon' ends with an enormous flaming boiler-boss trying to impale Hermione on its fiery, flying torch-hands. Still, school of hard knocks and all that, eh?

For the most part, these sections are well-designed, if unoriginal and derivative – imagine Hermione in a green hat and give her a bow, and the bit where she has to slide ice blocks around is *Ocarina of Time* all over again (expect not as stratospherically brilliant, of course). Nevertheless, what these bits also showcase is the game's big selling point – the fact that you can now play as all three of the main protagonists. You're no longer stuck with the Boy Who Lived and can twang, as if by magic, directly into the spotty schoolchild bodies of Hermione and Ron too.

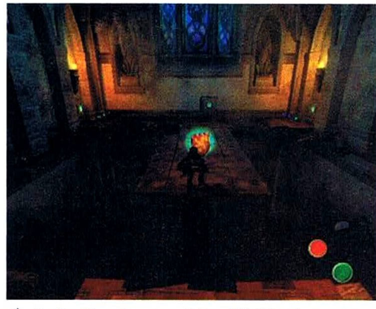


SCHOOL'S OUT
While the game Hogwarts is smaller than the actual Hogwarts (er, if it were real, that is) there's still a fair bit of exploring to do. Different lessons – Muggle Studies, Defence Against The Dark Arts and so on – are ascribed to a particular floor. Potions with Snape is in the basement.

Our heroes all have a special ability – Harry can jump and climb, Hermione can crawl through small spaces, Ron can weasel (ha!) out secret passageways. So far, so cynical – you could give one character all these abilities, thus evaporating the gimmick. But the 'dungeons' often focus on using the three characters simultaneously in a problem-solving capacity. It never gets too brain-bending but it's gratifying that you do have to use the ol' brain-power in *Prisoner of Azkaban's* trickier bits – one



△ The Hogwarts grounds are massive, incorporating the Quidditch pitch as well.



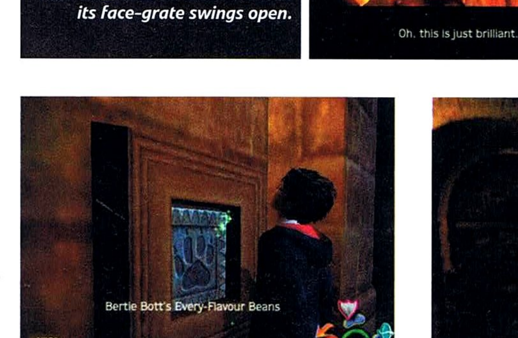
△ Collecting the requisite shields gives you house points – for Gryffindor, of course.



△ There are rather too many empty rooms to run through to get to your lessons on time.

FLAME ON

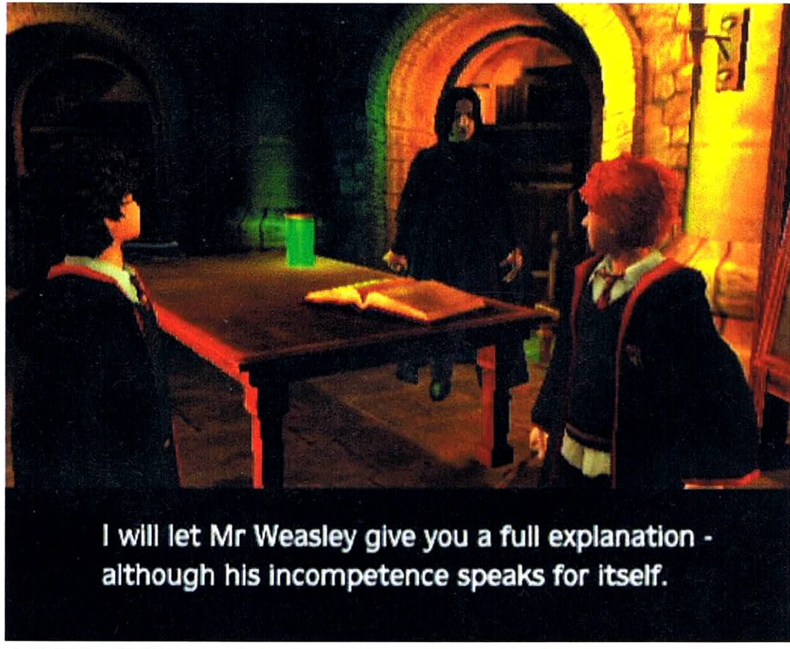
The first dungeon sees the team facing a huge boss. Hermione's learned the Glacius spell so the trick is to pelt the boiler-beast with Flipendo-fire and then cool its innards when its face-grate swings open.



△ There's a fair bit of switch-pressing to do.



△ Control is irritatingly unsubtle. For shame!



△ He looks a bit like Snape, but unfortunately he sounds nothing like him. Still, at least it counts as acting – the kids are unfortunately terrible, especially Ron. But we love the ginger prince.

example involves Harry using a crate to climb up to a switch. Ron and Hermione then use the crate and themselves to lower three pressure pads and activate the switch. It's a genuine progression for the Potter games and we're sure that by the time *Goblet of Fire* rolls around the developers will have thought up some ingenious puzzles to take full advantage of the three-character system.

As a proper action adventure game, then, *Prisoner of Azkaban* succeeds admirably. It's also atmospheric – Hogwarts is a delight to explore – and the spell system is pleasingly simple, as spells are bound to buttons in another *Zelda*-copying move.

But the game has its fair share of problems. The voice acting is mostly terrible – Professor Lupin is good but the kids are, we're sad to say, rubbish.

Control is an issue too, as analogue movement isn't quite 'there'; we often found ourselves running in circles, unable to make the tiny movements required to line ourselves up for a block-push, for example. The game can jerk and jitter, too, and this might seem like a petty point but the pauses you encounter when you're navigating the menu screens are intolerable. Hit Start to save the game and you're forced to wait agonising seconds; in isolation this is a minuscule point – but as soon as you start to play the game for any length of time it becomes a major annoyance. It may be a touch technically ragged, then, but nonetheless this is a fine rendition of the boy Potter's third adventure and genuinely satisfying.

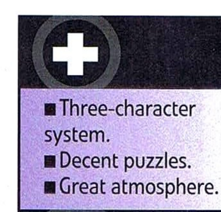
We've no idea how they're going to deal with the thorny matter of girlfriends in the next one, though…

JES BICKHAM

FIGHTING FIT

While fighting in PoA is theoretically sound – you can lock onto an enemy in another Zelda-nicked move – combat can often be over-long and simply a case of button-mashing the Flipendo spell. Monsters can take too long to kill, too, with malevolent spell books being a prime offender.

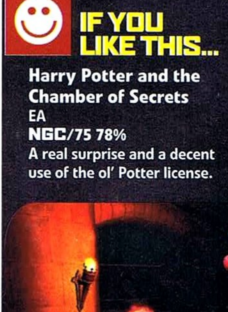
> **"USE THE THREE CHARACTERS SIMULTANEOUSLY IN A PROBLEM-SOLVING CAPACITY"**



- Three-character system.
- Decent puzzles.
- Great atmosphere.

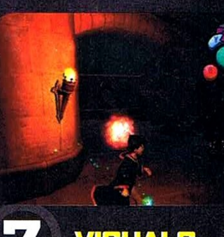


- Hardly taxing.
- Tedious combat.
- Iffy controls.



IF YOU LIKE THIS...

Harry Potter and the Chamber of Secrets
EA
NGC/75 78%
A real surprise and a decent use of the ol' Potter license.



7 VISUALS
Nice Hogwarts, well-rendered characters. Spells lack pizzazz.

7 SOUNDS
Stirring music but the voice acting is mostly awful.

7 MASTERY
Hideous menu screen pauses and frame rate hitches.

8 LIFESPAN
A decent-sized adventure with mini-game goodness too.

VERDICT
These Potter games are improving all the time – this is the best yet and even without Harry it'd be a fine game.





"Expecting a spot of running and jumping, were you?"






△ Obelix's strength lets him bust through metal crates…



△ …and push this handy quick-firing cannon.



△ Simply walk into this glow to swap between characters.





△ Grass level, check. Snow level, check. All our favourite original touches are here.



△ These armoured Roman formations bust open into a shimmering cloud of… erm… helmets. Yes.

ASTERIX & OBELIX XXL

Atari have the Gaul to unleash this free-Roman platform-scrapper that's simply a load of old bawllix…



INFO BURST

PUBLISHER	ATARI
DEVELOPER	ENTRANGUES
RELEASE DATE	OUT NOW
PLAYERS	1
MEM. CARD PAGES	17
GBA LINK-UP	NO
SURROUND SOUND	NO
WIDESCREEN	NO
COST	£30



Let's be honest about this, we couldn't care less about *XXL*. Despite our love of the comic books, under no circumstances was this ever going to arouse even the *slightest* amount of interest in us at all. Not surprised? Didn't think so. Expecting a spot of running and jumping were you? A bit of 'collecting'? How about some thumb-numbing, repetitive combat while you're at it?

Yup. You've hit the nail right on the head. The game consists of nothing more than working through each level, fighting hordes of identikit enemies, collecting their helmets and seeking out 'Golden Laurels' on your way.

IT'S SO DULL. NONE OF THE HUMOUR THAT MAKES THE BOOKS SO ENJOYABLE IS HERE

and, as we were commanded to collect 30 helmets just minutes into the game, it would seem that the developers weren't particularly interested in it either.

So we won't beat around the bush. Asterix really isn't very good

To break up the action there are simplistic puzzles and some co-op sections where you take control of Asterix's fat friend, Obelix, and destroy objects that Asterix can't, or activate switches so that the pair can continue.

Visually, it's fairly competent but it's all so dull. None of the humour that makes the books so enjoyable is here. The sense of journeying and adventure is practically non-existent – there's nothing remotely remarkable about it at all.

It's almost as though it's a 'test' game. Something a developer bashed out to work out half-decent ideas before removing them from this and including them in a *real* game. You know, something that's actually fun to play for longer than ten minutes.

In a word then? Rubbish.

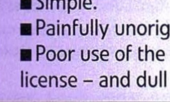
GERAINT EVANS



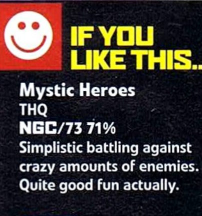
- You know…
- …our minds are…
- …a total blank…
- nope… nothing.



- Simple.
- Painfully unoriginal.
- Poor use of the license – and dull too.



IF YOU LIKE THIS...



Mystic Heroes
THQ
NGC/73 71%
Simplistic battling against crazy amounts of enemies. Quite good fun actually.





5 VISUALS
Simple but colourful, so it's no surprise that it runs smoothly.



4 SOUNDS
Some insanely inappropriate music and nasty voices.

3 MASTERY
We've seen worse, we suppose, but it's hardly *Wind Waker*.

3 LIFESPAN
Anyone who can play for a whole day gets our respect.

VERDICT
A complete waste of time and money. Not just for you, but for the poor souls who had to make it in the first place.





DID YOU KNOW? Asterix is the best selling series of books in the world with sales exceeding 307 million copies – even more than Harry Potter! Asterix books have been translated into over 100 languages.

"The purest distillation yet of the Nintendo ethic on Gamecube"

NGC STAR GAME

The cave levels take many different forms – such as this child's bedroom.

The camera is satisfactory.

Fountains let you exit caves.

This overhead view is fiddly.

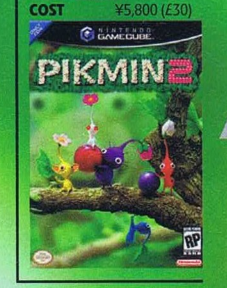
PIK

Chuck Pikmin over a wall to get some treasure and they'll make their own way back up the ramp. The pathfinding, to be geeky for a sec, is excellent.

Nintendo's oddest game returns and makes a triumphant bid for Gamecube Game of the Year 2004.



PUBLISHER	NINTENDO
DEVELOPER	NINTENDO
RELEASE DATE	OUT NOW (JAP), 9TH OCT (UK)
PLAYERS	1-2
MEM. CARD PAGES	27
GBA LINK-UP	NO
SURROUND SOUND	YES
WIDESCREEN	NO
COST	¥5,800 (£30)



Pikmin 2 is possibly the purest distillation yet of the Nintendo ethic on Gamecube. Yup, even more so than *Wind Waker* or *Mario Sunshine*, or even the space-age explorathon of *Metroid Prime*. Which isn't bad going for a real-time strategy game with little vegetable men instead of tanks.

Everything we love about Nintendo is riddled throughout *Pikmin 2*, like a seam of heavenly goodness in a stick of tasty gameplay rock. It's got the childlike wonder in exploration that all the best Ninty games espouse, this time on a scale undreamt of in the first *Pikmin*, and presented in almost tangible terms with the most remarkable graphics; it's riddled with secrets; it offers a transparent control system that is understandable within seconds but offers flexibility and precision; the levels are designed in that peculiarly Nintendo manner wherein a substantial portion of each can't be done until you return later on with the correct abilities; and it is utterly, magically, captivating.

> **"IT'S GOT THE CHILDLIKE WONDER IN EXPLORATION OF ALL THE BEST NINTY GAMES"**

It has its faults, of course. It can be nauseatingly cute – but then, so could Toy Story and you don't hear people moan about the fact that it's a cartoon. While it is far larger and offers far more to do than the first *Pikmin*, don't go expecting a 50-hour marathon of mushroom man-marshalling. If you're canny and super-good you can probably complete it in the same amount of time as the first game, despite the wealth of things to do. And it is, as we say, a strategy game at heart, although what does that really



DEWDROP

As any foo' know, once you've fed something into the onion and it sprouts new Pikmin, leaving them in the ground allows them to mature into the variety with flowered heads – these 'uns are faster. But crack open the white balls that lay around each level and you'll find nectar that does the same trick.



△ Make bridges… with Pikmin!



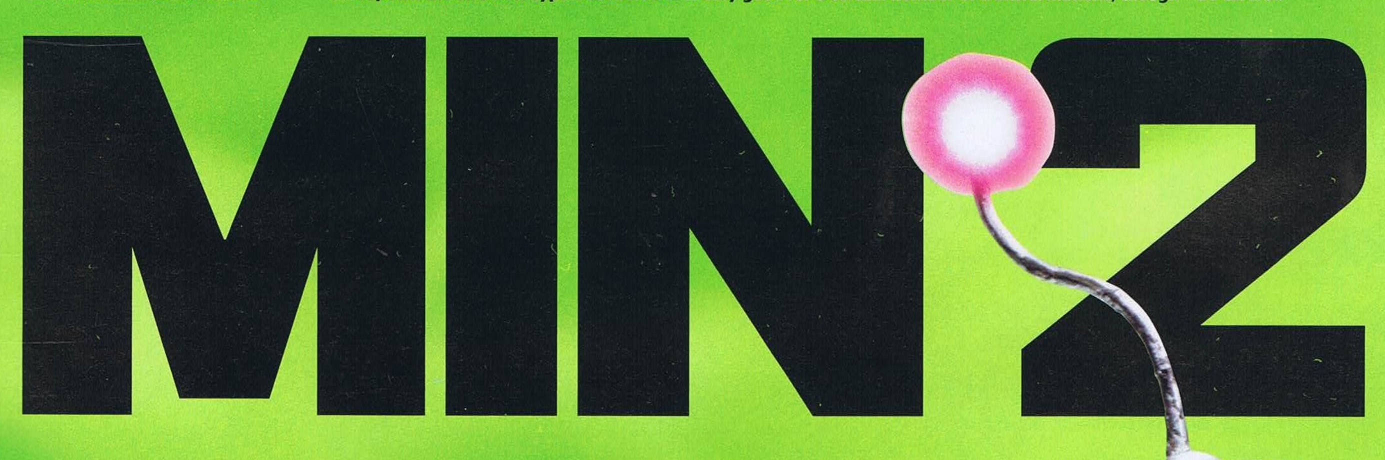
△ This nasty guards treasure.



△ Yellows can tackle fences.



△ The only way to get new purple and white Pikmin is to venture into the underground caves and find the flowers that spawn the two new types. Each flower is only good for a certain number of transformations, though – be careful.



DOWN IN THE DARK

The all-new cave levels offer a brand-new Pikmin challenge. Dare you descend to the depths, daddio?



Time stands still in the caves, so when you clear one and exit to the world above, it'll still be the same time as when you went in. It's like magic, or some kind of science. Quantum, probably.



Hidden in the caves are white and purple flowers, the only way to get white and purple Pikmin. Toss regular Pikmin into the flowers and out they'll pop, transmogrified into the frankly disturbing new types.



At the end of each cave – they are divided into floors you have to clear – there'll be a boss, usually hiding a piece of treasure. Or useless old tat, which is seemingly what passes for treasure in Olimar's head.

DID YOU KNOW? Martin thinks that *Pikmin 3* should incorporate a 'brown Pikmin' or 'Brownmin' who can go around infecting things with the 'power of brown'. You listening, Shigsy?

PLAY TOGETHER

The all-new co-op mode allows you and a friend to work together!



The co-op mode is only opened up once you've bested the first cave system on the third level. Beat the spider-boss, nick the key it's guarding and hey presto!



It doesn't allow you to play the main game co-operatively, but rather offers 30 custom-designed levels to work through. They get very hard very quickly.



The co-op levels can also be played alone. They're a little like Advance Wars' War Room maps in that they offer certain rules – you only get 50 Pikmin, for example, and so on.



Some of the levels take place over several floors, just like the cave levels in the single-player game. The co-op mode is brilliant fun and we love it to little, tiny bits.





△ The water in the game is truly wondrous to behold. It almost makes us want to go and take a swim. Almost.



matter? The point is, *Pikmin 2* is arguably more successful as a proper Nintendo game than many of its peers. *Wind Waker* was spoilt by the cynical, aimless Triforce hunt, and *Mario Sunshine's* wild difficulty curve and granite-hard blue coin searches similarly upset the balance. Both games are outright classics, don't get us wrong; but *Pikmin 2* has no similar drawbacks. Put simply, it is bloomin' (ahem!) marvellous, with only its subject matter to put people off.

The premise is the same as the first game – use the tiny vegetable-men to retrieve artifacts – but this time around Captain Olimar is after treasure to save his teetering-on-bankruptcy company. So that means back to Pikmin world to recover earthling crap (gloves and bottle tops apparently being worth plenty to minute spacemen). So far, so samey, but this time around Nintendo have had the confidence in their game to stretch their wings and soar; while the first level is an undeniably gentle scene-setter and recap, the game can

The veggie men's lives take on an Olimar twist

MANY 'MIN

Pikmin 2 has two distinct multiplayer modes – a Battle mode and an equally as absorbing co-operative mode that you'll have to unlock via the single-player game.



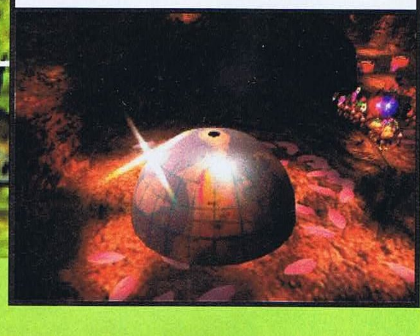
BEASTLY

There are over 60 types of monster, and there are specific ways to deal with them. Flaming Bulborbs can only be tackled by red Pikmin, and electricity-spurting beetles by yellow 'min.



ALL THAT GLITTERS

You're not salvaging your ship this time around but nicking treasure. Olimar's workplace is going under so he and braindead co-star Louie have to scavenge glittery prizes to stave off bankruptcy.



NEW WORLD

Each level is filled with an absurd amount of things to do. Your multi-tasking skills will be tested to the limit – luckily you can use Louie to do things simultaneously with Olimar.





△ ***Pikmin 2* is everything you wanted *Pikmin 1* to be. It's brilliant!**



△ **The single-player mode is much bigger than in the first game.**



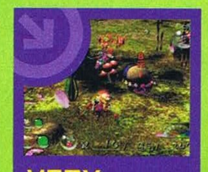
△ **Kill monsters dead. Yipper.**

often be overwhelming in what it offers and what it asks of you.

The two new Pikmin, purple and white, are available before you get the yellow and blue types. They're only found in the similarly-new cave sections – dungeon-type areas below ground, consisting of multiple floors that have to be cleared – by way of flowers that turn regular 'min into the new additions. They have their own skills and this in turn leads to a wealth of new challenges. Poison gas can only be tackled by the white 'min, while the purple chaps weigh as much as ten Pikmin, worth remembering for those baffling moments that require 101 Pikmin (as you can, of course, only have 100 Pikmin in the field at any one time). In isolation, their introduction to the game really isn't as dramatic as you might think, but they're a vital component of *Pikmin 2's* emphasis on variety, multi-tasking and successfully employing a wide range of skills simultaneously. *Pikmin 1* now looks tiny and one-dimensional in comparison.

"PURPLE AND WHITE PIKMIN ARE AVAILABLE BEFORE THE YELLOW AND BLUE TYPES"

Then there's the addition of the second playable character, the lumpen Louie. Sent with Olimar to save the Hocotate Company (and as far as we can tell, his incompetence is what go 'em into bother in the first place), he basically allows you to do two things at once and therefore manage your time more effectively. For instance, if Olimar is half a level away knocking down a wall, you can flip immediately to Louie and have him and a separate group of 'min go and knock over some monsters. At the very least, keeping Louie at basecamp saves you



VERY BERRY

So much new stuff! One new addition is the humble berry. Get some 'min to shimmy up a plant and knock a few off, haul 'em back, and once you've got ten, you can power up your 'min by hitting down on the D-pad. Red's the default but other colours show up – purple, for instance, freezes enemies. Handy.

DID YOU KNOW? The Jap version comes with cards for the e-card reader (not released over here). They allow you to play minigames on the reader. We're not missing much.

"Two remarkably well-considered multiplayer modes"

BRAVE NEW WORLD

It's like Pikmin 1 but with loads of brilliant new bits. Observe!

EXPLORE! DISCOVER!

There's a whole load of new stuff in *Pikmin 2* that conspires to make it a multi-layered masterpiece. The two new Pikmin allow for ingenious new puzzle designs; purple ones are as heavy as ten regular 'min and handy in a fight, while white are poisonous (if monsters eat 'em they'll keel over), resistant to poison and can dig for buried treasure. The lightweight, throwable yellow Pikmin are now immune to electricity, too…

from having to trudge all the way back with Olimar to get more 'min – simply get Louie to bring some along.

It works brilliantly, and goes hand-in-hand with the higher level of complexity that most of the levels sport. There's a wealth of new monsters to fight – over 60 types – many of which require a specific mode of attack to defeat, and as well as the the staggering amount of things to do in the Pikmin world proper, the aforementioned cave levels offer their own particular problems and solutions. Splendidly, time stands in still in these sections, meaning you're not going to run out of day while you're down in the dark, and you can't spawn new Pikmin while you're down there. You have to make do with what you go in with. They're an interesting new wrinkle to the Pikmin template and, in much the same way as *Mario Sunshine's* 'void' levels introduced pant-wetting fear by virtue of taking away the backpack, the caves do the same thing by robbing you of any required reinforcements.



NATURE SHOW

At the end of a day you're zapped to the map screen, and you can scroll through to one that allows you to view all the new things you've met, and throw carrots at them. It's a lovely way of seeing all the new monsters, but thanks to the Japanese language, we can't tell if there's more to it… anyone know?

MINUTE 'MIN

But back to that mention of time; yes, the time limit is gone. You no longer have only 30 days to



△ That nasty web thing stops berries growing.



△ Another piece of treasure successfully rescued.



△ Only blue Pikmin can survive in water.

BUNDLE!

It's all about the marbles.



Battle mode sees you and a friend competing against each other. The aim is to grow loads of Pikmin and steal stuff, while nobbling your opponent.



Collect four marbles and you've won. Your 'min must dig them out of the ground, and beware – your and your opponents' Pikmin will fight if they come into contact!



There are power-ups too. Grab berries and a roulette wheel will deal out random freebie action – here I've sent a honking big spider-beast into Geraint's base. That'll teach him.





Each player has their own marble colour – the other way to win is to storm the enemy's base and steal their marble, leading to a Tolkienesque ruck. But with vegetables.

△ The four levels are themed around seasons – this second level is Spring, y'know.

△ Creep up behind Bulborbs with a legion of Pikmin to slaughter them within seconds.



△ The blue Pikmin are the last ones you'll discover, allowing you to revisit certain areas.

finish the game. But the day cycle remains, meaning – caves aside – you can only do so much in a day, and you have to make sure your 'min are back at their onions by nightfall. In some ways this is frustrating, as the freedom to pootle around and explore properly is again denied – but on the other hand, it still lends a welcome structure to the game and therefore the need to be properly organised. And if ever a game made you revel in being organised and efficient and tactical, it's *Pikmin 2*. Seeing a plan come together is accompanied by a palpable thrill. Still, some will see the continuing existence of the day cycle as an unnecessary annoyance, which is a shame – not least because the changing light conditions are wondrous to behold.

"IF EVER A GAME MADE YOU REVEL IN BEING ORGANISED AND EFFICIENT, IT'S PIKMIN 2"

As a sequel, *Pikmin 2* is almost everything we could have hoped for, then. The inclusion of two remarkably well-considered multiplayer modes is simply the sugar-sweet icing on the cake.

MANY MAZZAS

Remember the '100 Marios' demo from Spaceworld 2000? It featured a pile of Marios dropping onto a pizza and jumping around. Many thought this was the seed for the as-yet-unseen Mario 128, but we reckon it became Pikmin and paved the way for lobbing 100 plant people around the screen. Think about it.

The co-op Challenge mode will keep you and a friend playing for days – and the Battle mode is astonishingly well-executed, combining the rigorous management of the single-player game with the powered-up joy of *Mario Kart*. It really is tremendous stuff.

But while *Pikmin 2* may be big, beautiful and utterly absorbing, if the first game turned you off then it's hard to see you liking this. But for the rest of us, this is a stunning example of Nintendo doing what Nintendo do best – making first class games, regardless of genre, subject matter or current fashion. Gaming doesn't get much better than this.

JES BICKHAM



- Transcendentally beautiful.
- Well designed.
- Great multiplayer.



- The day system remains.
- If you don't like cute it's not for you.



IF YOU LIKE THIS...

Pikmin
Nintendo
NGC/69 85%
A great game that now seems shallow and small in light of *Pikmin 2*.





VISUALS

Breathtaking greenery. Simply a delight for the eyes.



SOUNDS

The same jaunty tunes and cute nonsense-voices.



Throws a hundred Pikmin around without a pause.



Considerably bigger than the first game, with multiplayer too.

VERDICT

Sprawling, atmospheric and bursting with that Nintendo magic, this is strategy gaming touched with genius.





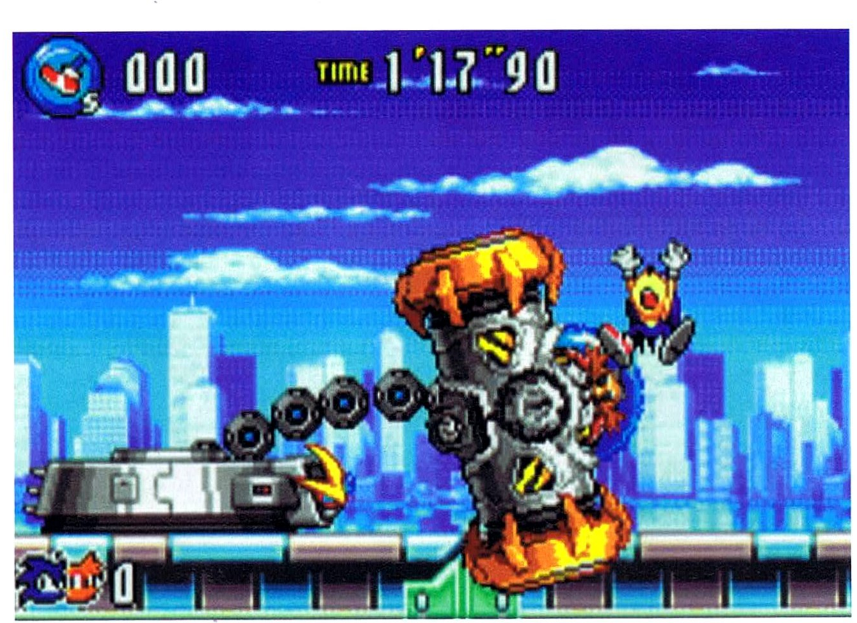
DID YOU KNOW? The original *Pikmin* was famously inspired by Shigsy pottering around in his garden. What next? Something based on his bathroom? *Shigsy's U-Bend Adventure?*

PLATFORM FRENZY

We've two of the biggest names in platforming this month for you – Sonic the Hedgehog and Crash Bandicoot. What's more, Crash teams up with Spyro, so you can enjoy platforming animals until your eyes bleed. Yes.



△ The sun's setting, he's got the ring and Tails is looking just beautiful. Looks like Mr Hedgehog is finally going to propose…



△ It's Hammer time on Route 99 for old Robotnik – who's got himself some new machines to test.











SONIC ADVANCE 3



△ Retrying old levels with new characters makes finding secrets easier.

Miniature hog action for that, for the first time in ages, hasn't made us want to retch in disgust…



Confusing. That's the thing that strikes you as you fumble around with Sonic in the first of the game's bland hub worlds. It takes a good five minutes to find the 'proper' game, which is made up of levels that are hidden in spinning coin-like emblems in each hub. Each one contains an act, and you need to complete three acts to unlock the boss.

And the hub system isn't the only new addition. Before you begin, you choose a lead and a support character from the usual cast. These give you different abilities. For example, Tails can catapult Sonic into the air or lift him using his helicopter manoeuvre.

The levels make good use of these skills. They're larger than in previous *Advance* games, and more complex, encouraging you to use your skills to explore. It's worth experimenting with different pairs as one may prove better for a level than another, allowing you to reach areas and secrets (like the hidden Chao) that are inaccessible with different characters.

Unlike in the below-par *Sonic Heroes*, the co-op element works and makes a real difference to the way the game plays. It adds replay value as after you've seen a level off, you can return to it with fresh characters to improve your times and find the Chao you left behind.

True, the basic nature of the game (run fast and collect rings) remains unchanged, but this is still solid platforming fun, with the only fly in the ointment being the unnecessarily cruel enemy placement and lack of enjoyable bonus levels.

GERAINT EVANS

> **"AFTER YOU'VE SEEN A LEVEL OFF, YOU CAN RETURN TO IT WITH FRESH CHARACTERS"**



INFO BURST

FROM	SEGA
PLAYERS	1-2
SINGLE CART LINK	YES
SAVE	ON CART
OUT	NOW
COST	£30

NGC INDEPENDENT NINTENDO GAMING

81



Typical isn't it? No sooner do you get back after your victory – this old duffer pops his clogs. We blame it on the beard.













Different terrain affects movement.



Churches act as the game's save points.



Mawlock here is a new addition to *Force*.

SHINING FORCE RESURRECTION OF THE DARK DRAGON

A Mega Drive classic revamped for a new generation.

The basics of this game are exactly the same as its Mega Drive predecessor. You wander around towns looking for treasure and characters to join your cause. You buy and sell items, form your band of warriors and talk to the local folk in order to make the story progress. You then head off to the game's overworld do battle.

Combat (the high point and main body of the game) is a turn-based affair where you have to direct your assortment of characters around the battlefield. Your team consists of the usual band of warriors, archers, mages, healers and knights (each with their own capacity for movement, strength, defence, magic and so on) facing off against enemy units who are susceptible or resistant to different kinds of attacks. It all plays out a little bit like a simplified version of, say, *Fire Emblem* or *Advance Wars* – the main difference is that *Shining Force* has stronger exploration and story elements, while combat has less to do with unit dominance and more to do with how you position them and create battle lines on the field of play.

It works brilliantly. If a company's planning to port 16bit classics over to the GBA in the future, then they should look to *Shining Force* as an example of how to do it right. Already a much-loved classic, Sega's superb strategy RPG has actually been *improved* over its predecessor. The menu system is faster, slicker and less fiddly. The waiting time for your turn on the battlefield has been shortened. There's far more dialogue and story-telling to enjoy, there are more characters to add to your army and the overworld graphics and battle scenes have been improved. Player movement speed has been ramped up. There's even a whole new parallel storyline, plus extra battles to play through, and a new card collecting and battling system. Best of all, though, are the bonuses you get for clearing battles within a specified turn limit, which makes exiting and retrying battles to level-up weaker characters worth the effort, as at the end of it all your extra practice will make gaining the item rewards all the easier.

> "MORE DIALOGUE, MORE CHARACTERS, MORE BATTLES AND MORE STORY THAN BEFORE"

All these elements make *Shining Force* better than its original instalment and therefore well worth buying, even if you've played it before. Something that we can't say about many other ports. The only fault we have with it is the same as back in the day – the final battles are just a touch on the easy side and it's a little short. But hey…

GERAINT EVANS

INFO BURST

FROM	SEGA
PLAYERS	1
SINGLE CART LINK	NO
SAVE	ON CART
OUT	NOW
COST	£30





△ **The monsters are a silly bunch, and you'll recognise many of them from the Gamecube version of the game. Sadly, they're all jerky and rubbish on the GBA.**

SERIOUS SAM

Sam gets de-bigulated and loses all sense of fun in the process.



△ **At least these kamikaze marines are still in, complete with screaming.**



△ **Aiming is rubbish, even if you can slow it down by holding B. Rubbish!**



We're not so easily impressed these days. Remember when GBA was first launched? Remember how impressive the pseudo-3D SNES-aping graphics of games like *F-Zero* were? And then things were pushed even further with Activision's port of *Doom* – the novelty of a first-person shooter on a handheld system was immense. But time moves on, technology improves and our own expectations of what makes a good game grow as well. And sadly, that doesn't bode too well for *Serious Sam Advance*.

The fact that it's a first-person shooter on GBA is no longer enough to raise an eyebrow, and *Serious Sam Advance* simply isn't a good enough game to warrant any other interest. On Gamecube, *Sam* is fast-paced and relentless, and it works because the control system is sharp and responsive enough to work alongside the silly amount of enemies thrown at you. On GBA, it's slow and jittery, and ultimately workmanlike and tedious. Nothing like *Serious Sam* should be.

The single-player game is a drag, then, and it affects the multiplayer mode. Catering for four linked-up players, this could have been a wizard wheeze, but the sluggishness and clumsy controls depth-charge any hope of this being fun. And the final indignity is that the game uses a password save system, the very essence of cheapness. Disappointing.

JES BICKHAM



INFO BURST

FROM	TAKE 2
PLAYERS	1-4
SINGLE CART LINK	NO
SAVE	PASSWORD
OUT	NOW
COST	£20

NGC INDEPENDENT NINTENDO GAMING **58**

DIGIMON RACING

Something to do with monsters. In karts. Now *that's* high concept.



△ **Simply turning puts you into a slide – but if you do it for too long you'll skid out. There's a moral in there somewhere. Honour thy mother and father? Possibly.**



△ **Naturally there's a variety of Digimon to choose from. Like this 'un.**



△ **While there's no powerslide you can jump. But it ain't *Mario Kart*.**



Digimon never quite hit the heights of Pokémon, despite operating off a suspiciously similar premise; evolving little critters into bigger, bad-assed critters. Despite this, the franchise has been popular enough to spawn plenty of spin-offs, including this, which we can't believe Nintendo didn't think of first. Imagine a Pikachu in a go-kart. It's a sure-fire winner! Possibly.

Anyhow, this is a *Mario Kart* clone that has immediately invalidated itself by appearing on GBA, which has no need for a karter apart from that really good one that features a fat little plumber. Even so, this isn't a bad effort, and is at least on a par with *Crash Nitro Kart*. There's no power-slide, which is odd, but the handling is nippy, and a jump feature allows you to avoid unpleasant objects. So far, so derivative, even down to an array of familiar power-ups.

The difference in *Digimon Racing* comes down to evolving your beast – fill up his (cough) 'fractal energy' and he'll transform into his 'Champion' form, allowing access to new abilities. Once the energy drops down, though, it's back to your regular 'mon.

It's a nice touch that marks out this otherwise familiar karter. There's better on the Boy but this isn't a bad effort at all.

JES BICKHAM



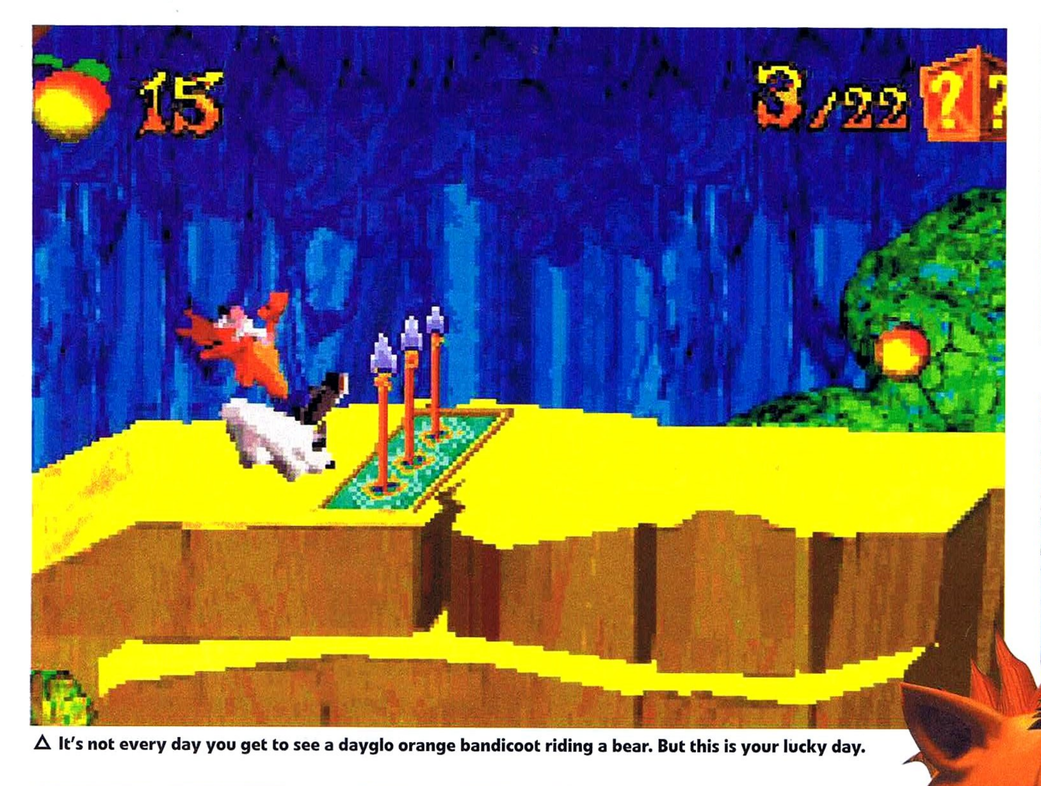
△ **Look! It's, er, some kind of monster.**



INFO BURST

FROM	BANDAI
PLAYERS	1-4
SINGLE CARD LINK	NO
SAVE	ON CART
OUT	NOW
COST	£30

NGC INDEPENDENT NINTENDO GAMING **71**



△ It's not every day you get to see a dayglo orange bandicoot riding a bear. But this is your lucky day.



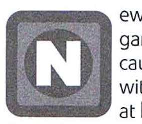
△ Destroy the tanks before they get to Crash.



△ And you get purple crystals from winning minigames

CRASH BANDICOOT PURPLE

He's got a face not even a mother could love, and he's back, back, BACK! Hello? Anyone?



New Crash Bandicoot games have never been cause for celebration within the hallowed halls at **NGC** Towers. A curled lip and a sneer, perhaps, or a noncommittal shrug, or maybe even a twist of gut-wrenching fear (just look at Crash for a moment – he's terrifying. Worse, even, than Gex, if you remember him. He makes us shudder). To put it bluntly, Crash has always been a third-rate platform star trespassing in this world of Mario, and frankly his bowel-loosening orange gaze has done nothing to help endear him to us.

PURPLE HEART

Imagine our surprise, then, when *Crash Bandicoot Purple* turned out to be quite pleasant indeed. At heart, this game does exactly what Crash Bandicoot has always done – you're forced to run and double-jump and spin around like the Tasmanian Devil himself to make your way round the levels – but this outing for the bandicoot is blessed with an immense amount of variety and some truly intriguing link-up options.

> **"BLESSED WITH AN IMMENSE AMOUNT OF VARIETY AND SOME INTRIGUING LINK-UP OPTIONS"**

CRASH IN THE PAN

Dotted around each level are minigames that you can enter, and it's these the give the game its best moments. They range from more martial activities like driving a little tank to cuter experiences like riding a bear (seriously). There are loads of minigames to play and discovering what to do in the next one gives *Crash Bandicoot Purple* an almost *Wario Ware*-esque sense of fun. What's more, they don't take ages, so are eminently suited to a portable console. You pick it up, you put it down. Splendid.

What's more, in a frankly baffling bit of game character cross-pollination, this is designed to link up with *Spyro The Dragon Orange* (the story is that both characters' arch-enemies, Ripto and Cortex, have teamed up or some such guff) to open a wealth of unlockable extras – and those minigames can be played via link up too. You get trading cards for completing levels and minigames, and these can be traded via a link cable with a friend with the other game. It's quite the package, all told.

THE FUTURE IS ORANGE

It's unoriginal and derivative, yes, and Crash is still as hateful a character as ever. But this is nonetheless quality portable gaming and should provide some kind of career resurrection for the orange freak.

JES BICKHAM

INFO BURST

FROM	VIVENDI
PLAYERS	1-4
SINGLE CART LINK	NO
SAVE	ON CART
OUT	NOW
COST	£30

NGC INDEPENDENT NINTENDO GAMING **79**

FIVE FOR A PRIZE!

Over the next few pages, you'll see a selection of Top Fives – games hand-picked by us which we recommend anyone new to Nintendo Gamecube gets involved with. Now we want yours. They can be any regular category of game, or something a little different (your five favourite multiplayer games, five games with brilliant endings etc). Send us your Top Five list and earn yourself a priceless (or, more likely, worthless) prize!

NGC ESSENTIAL

THE BEST 'CUBE GAMES MONEY CAN BUY...

TOP FIVE STEALTH MERCHANTS

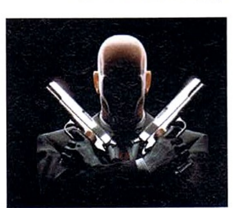
Have you got one of these sneaky characters creeping round your GC? We bet you have!



SOLID SNAKE
Makes mullets cool again



SAM FISHER
Old but not creaky



47
Slaphead assassin



NIKKI CONNORS
Heir to Joanna Dark



REGGIE!
No-one expected his attack on Ninty's rivals.







1 THE LEGEND OF ZELDA THE WIND WAKER — 97

NINTENDO ■ NGC/81

The babbling of the internet whingers faded to a stunned silence when this hit the shelves. It's as exquisitely fashioned as a Disney feature film, and doesn't lose any of the gameplay for it. Some sailing sections spoil it a bit, and it's pretty short, but this is as close to 'art' as 'games' have been yet.

NGC STAR GAME

2 METROID PRIME — 97



NINTENDO NGC/79

A polished, addictive adventure-cum-shooter-cum-platformer that pushes the envelope in every field.

3 SUPER MARIO SUNSHINE — 96



NINTENDO NGC/73

Mazza's cleaning up a tropical island. With the polished visuals and sense of fun of *Mario 64*, this pushes the right buttons.

4 MARIO KART DOUBLE DASH!! — 93



NINTENDO NGC/88

The best *Mario Kart* ever – and the best multiplayer title on GC. More characters, special weapons and crazy tracks.



5 F-ZERO GX — 93



NINTENDO NGC/85

Speed, challenge and stunningly designed tracks blended to form the finest of arcade racing experiences. It really is fast.

6 SOUL CALIBUR 2 — 92





NAMCO NGC/85

The best fighting game on *any* system, offering rich depths to those who go looking. And you can go nuts with Link.



7 TIMESPLITTERS 2 — 92



EIDOS ■ NGC/73

A stonker of a time-travelling FPS, *Timesplitters 2* crept out of nowhere to become GC's finest example of the genre. Wick!

8 SUPER SMASH BROS MELEE — 91







NINTENDO NGC/68

An eye-singeing multiplayer and cameos from just about every Ninty character make this basher special.

9 HARVEST MOON A WONDERFUL LIFE



UBI SOFT NGC/91

Utterly charming farm sim. Sounds unremarkable, but it'll have you addicted in no time. Wonderful indeed.

10 HITMAN 2 SILENT ASSASSIN





EIDOS ■ NGC/82

Tighten the fibre-wire and leave your morals at the door as Mr 47 brings his elimination simulation to the 'Cube. This is stealthy, free-form gaming at its finest.

11 PRINCE OF PERSIA THE SANDS OF TIME



UBI SOFT NGC/90

Cunning puzzles and excellent levels make this a classic 3D platformer. It absolutely *reeks* of quality.

12 VIEWTIFUL JOE 91



NINTENDO NGC/67

Slight frame-rate problems in PAL, but *Blue Storm* is still a fabulous racer with *the* most incredible water effects.

13 VIEWTIFUL JOE 90



CAPCOM NGC/80

Distinctive-looking side-scrolling 2D beat-'em-up in which you feel you're editing a movie while you're playing a game.

14 WORMS 3D





SEGA ■ NGC/87

Turn-based strategy, but loopier than a tin of spaghetti hoops. The annelids enter 3D – all you need for stupid fun is three homicidal pals.

15 BURNOUT 2



ACCLAIM NGC/80

B2 takes the best bits of the first game – speed and collisions – and welds them onto more modes than you can eat.

16 PHANTASY STAR ONLINE 90



ATARI ■ NGC/78

Essentially *Gauntlet* with lots of numbers and menu screens, online *PSO* becomes an epic tale of crate-smashing and item collection.

17 1080° AVALANCHE 90





NINTENDO NGC/89

Fewer tricks involved than in *SSX3* – more of a snowboard racer than an extreme sports title. You'll grow to love it.

18 METAL GEAR SOLID THE TWIN SNAKES 90



KONAMI ■ NGC/91

This story of taking on terrorists is an old one, but the updated graphics and gameplay make this Snaky snuff-fest a Gamecube essential.

19 SKIES OF ARCADIA LEGENDS 90



ATARI ■ NGC/81

Vast RPG ported from the Dreamcast. "It'll take away a chunk of your life and you won't want it back", says a man versed in such things.

20 CONFLICT DESERT STORM 2 90



SCI ■ NGC/86

Sandy warmongering. You're not allowed to let any of your men die in this sequel, which leads to all sorts of life-saving heroic gameplay.

TOP TEN GBA GAMES



1 ADVANCE WARS 1 & 2
Cute-looking turn-based strategy, with a frighteningly addictive, super-challenging core. Honestly, it's better than it sounds. *AW2* is essentially *Advance Wars 1.5*, but it's tweaked to perfection.

2 WARIO WARE
Imagine the simple graphics and gameplay of Game & Watch fired at you in five-second bursts. Loopy fun that you'll keep returning to.



3 MARIO & LUIGI SUPERSTAR SAGA
An RPG with puzzle and platform elements starring our two top plumbers.



4 THE LEGEND OF ZELDA: A LINK TO THE PAST
One of the most memorable outings for Link (alongside *Ocarina of Time*). Comes with bonus *Four Swords* multiplayer adventure.



5 SUPER MARIO ADVANCE 2
This tweaked version of the SNES classic boasts a massive game world and some of the tightest level designs ever.



6 POKÉMON RUBY & SAPPHIRE
The same structure as before – catch 'em all, send 'em into battle – but still the most entertaining RPG out there…



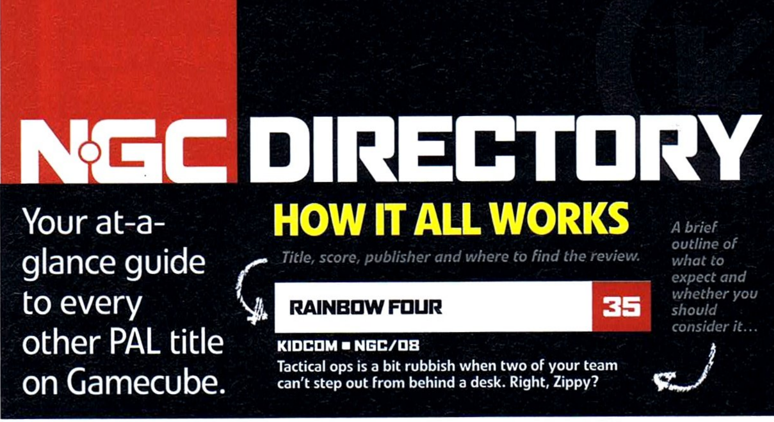
7 MARIO KART SUPER CIRCUIT
Nicks the best bits from the SNES and N64 versions, and if you've got four friends, GBAs and cables, they can play too.

8 METROID FUSION/ ZERO MISSION
Everything that has ever made *Metroid* great can be found in these two games. A sprawling environment littered with enemies and an imposing difficulty level.

9 HARVEST MOON
A slow burner, *HM: Friends of Mineral Town* is a farming/charming sim to die for. It'll last you months.



10 STREET FIGHTER ALPHA 3
An incredible conversion of one of the best fighters ever. Massive single-player and a brilliant two-player.



Your at-a-glance guide to every other PAL title on Gamecube.

HOW IT ALL WORKS

Title, score, publisher and where to find the review.

A brief outline of what to expect and whether you should consider it…

RAINBOW FOUR — 35
KIDCOM ■ NGC/08
Tactical ops is a bit rubbish when two of your team can't step out from behind a desk. Right, Zippy?

18 WHEELER PRO AMERICAN TRUCKER — 48
ACCLAIM ■ NGC/68
Drive your truck and avoid 'smokey'. The arcade version with the sit-in cabinet was better.

2002 FIFA WORLD CUP — 30
EA ■ NGC/69
As much fun as being told your parents have been killed in a car crash and then contracting Weil's Disease.

ACE GOLF — 74
EIDOS ■ NGC/74
A highly enjoyable, relaxing sticksie-ball game that treads the middle-ground between fun and serious.

AGGRESSIVE INLINE — 81
ACTIVISION ■ NGC/72
Hawk's alterno-clone – you skate around massive arenas, 'busting' tricks on a pair of 'roller-boots'.

ATV QUAD POWER RACING 2 — 70
ACCLAIM ■ NGC/77
Wave Race on land with farming utility vehicles. Competent, but there's superior racing fare out there.

BALDUR'S GATE DARK ALLIANCE — 80
VIVENDI ■ NGC/81
Dungeon-slashing adventurising with fewer numbers and a special two-player flavour. Actually quite good.

BARBARIAN — 70
VIRGIN ■ NGC/72
A button-mashing fantasy battler complete with fully-smashable arenas. Fun, but not as good as *Smash Bros.*

BATMAN: DARK TOMORROW — 15
KEMCO ■ NGC/81
For ages, Gamecube's most arse-clenchingly bad title. Clunky, dull, gameplay-free superheroics.

BATMAN: RISE OF SIN TZU — 45
UBI SOFT ■ NGC/88
Repeated bashing that would've been great 15 years ago. It's okay, but only just. Batman deserves better.

BATMAN VENGEANCE — 70
UBI SOFT ■ NGC/67
Cel-shaded platforming cartoon bat-action. One of the first Cube games – it's looking pretty ropy already.

BEACH SPIKERS — 79
ATARI ■ NGC/72
Volleyball on sand. Addictive with four players, but the single-player's longevity lets the side down.

BEYBLADE: SUPER TOURNAMENT BATTLE — 10
ATARI ■ NGC/88
For £40, we'll come and cheesegrater your eyes. It's more fun and lasts longer than this spinning top sim.

BEYOND GOOD AND EVIL — 86
UBI SOFT ■ NGC/90
Beautifully realised adventure in which heroine Jade has to keep track of wildlife under alien attack.

BIG AIR FREESTYLE — 28
ATARI ■ NGC/75
Another awful off-road bike title, the kind that makes you want to cry the second you've started playing.

BIG MUTHA TRUCKERS — 71
EMPIRE ■ NGC/83
A cross between *Elite* and Smokey and The Bandit, but with The Reynolds replaced by wall-eyed hillbillies.

BILLY HATCHER & THE GIANT EGG — 86
SEGA ■ NGC/87
Rescue the Chicken Elders by rolling an egg around and smacking bad guys with it. Hatch it while you can!

BIONICLE — 29
EA ■ NGC/87
Diabionicle, more like. Tedious and fiddly with a duff camera and no incentive to keep playing.

BLOOD OMEN 2 LEGACY OF KAIN — 72
EIDOS ■ NGC/77
Gamecube's other undead hack-fest. After 1,000 years of slumber, evil vampire Kain is awake and hungry.

BLOOD RAYNE — 65
VIVENDI ■ NGC/79
Vampire fun. Dismember Nazis, fire period weaponry, and battle an *evil priest* driving an *armoured pulpit.*

TOP FIVE PLATFORM GAMES

SUPER MARIO SUNSHINE
A tour-de-force of everything good gaming should be.

LUIGI'S MANSION
Yes, it's a little easy to polish off, but you'll enjoy every second.

RAYMAN 3 HOODLUM HAVOC
Can't touch *Sunshine*, but it's entertaining and looks 'the bomb'.

WARIO WORLD
Not that tough to beat, admittedly, but still bags of fun.

SONIC MEGA COLLECTION
The best hedgehog games in existence on one tiny disc.

TOP FIVE RACING GAMES



MARIO KART: DOUBLE DASH!!
Single-player mode looks as cute as ever, but is rock hard.

F-ZERO GX
Expertly crafted arcade fun. Really rockets along.

WAVE RACE BLUE STORM
Classic Nintendo action with dazzling water effects.

BURNOUT 2
Fast car racing combined with steel-crunching crashes.

EXTREME G 3
The weapons are what make this future racer shine.

BLOODY ROAR: PRIMAL FURY — 74
ACTIVISION ■ NGC/68
Competent morphing-into-animals fighting antics, but *Capcom vs SNK* and *Mortal Kombat* have surpassed it.

BMX XXX — 48
ACCLAIM ■ NGC/76
Childish, boring BMX game featuring strippers showing you their nipples. Get a girlfriend instead.

BOMBERMAN GENERATIONS — 70
VIVENDI ■ NGC/76
Yet another update of the arson franchise. Single-player is tedious; four-player is addictive as ever.

BUFFY THE VAMPIRE SLAYER CHAOS BLEEDS — 70
VIVENDI ■ NGC/86
Lacking in essential Buffiness, and not just because the Gellar girl didn't voice it. Good, but not great.

BURNOUT — 86
ACCLAIM ■ NGC/67
With spectacular crashes and perfect handling, *Burnout* is a dream of a game, even if it's over a bit quickly.

CAPCOM VS SNK 2 EO — 79
CAPCOM ■ NGC/72
A great game, but purist retro freaks will want to fork out for a clunky arcade stick to get the most from it…

CARMEN SANDIEGO: SECRET OF THE STOLEN DRUMS — 70
BAM! ■ NGC/92
Reasonable edutainment title, which sees junior gamers globetrotting after an art thief.

CASTLEWEEN — 16
WANADOO ■ NGC/81
Unfairly difficult dismal platforming tedium with some kind of cartoony black magic schtick going on.

CEL DAMAGE — 60
EA ■ NGC/66
Cel-shaded car-combat game in the vein of violent cartoons. Too manic and confusing for its own good.

CONFLICT DESERT STORM — 89
SCI ■ NGC/80
Tense and teeth-gritting, with a great co-op mode. Brain-based fun for those nuclear winter evenings.

CRASH BANDICOOT THE WRATH OF CORTEX — 40
VIVENDI ■ NGC/75
One of the worst ports we've seen – of a game that was a load of crap to begin with! Avoid like death.

CRASH NITRO KART — 53
VIVENDI ■ NGC/89
The basic graphics and cheaty CPU karters are bad, but the loading times are ridiculous. Buy *Mario Kart.*

CRAZY TAXI — 70
ACCLAIM ■ NGC/67
A title that's so old, it's been included as a minigame in *GTAIII.* Creaky graphics, but still good fun.

DAKAR 2 — 79
ACCLAIM ■ NGC/80
Driving around in a vast expanse of dirt for days on end? *Dakar 2* manages to make this pretty good fun.

DARK SUMMIT — 51
THQ ■ NGC/69
SSX Tricky with all the speed, style and entertainment removed with near-surgical precision. A waste of time.

DIRECTORY

Every Gamecube game ever… rated!

DAVE MIRRA 2 FREESTYLE BMX — **75**
ACCLAIM ■ NGC/67
Pornography-free, good, moto-cross game. Slick, with big arenas – but will only appeal to the BMX hardcore.

DIE HARD VENDETTA — **80**
VIVENDI ■ NGC/74
Shoot holes in people who look like terrorists, so the US can enjoy one more night of guiltless slumber.

DEAD TO RIGHTS — **60**
EA ■ NGC/83
Mindless ultraviolence. JACK SLATE is PISSED OFF and wants to HURT SOMEONE!

DEFENDER — **50**
MIDWAY ■ NGC/79
Pointless 3D update that makes one of the hardest-core arcade classics easy and, by extension, depressingly dull.

DEF JAM VENDETTA — **87**
MAJESCO ■ NGC/82
Wrestling thumpfest featuring all your favourite hip-hop artistes. Bone-crunching moves and 'sick' beats.

DISNEY'S EXTREME SKATE ADVENTURE — **74**
DISNEY ■ NGC/85
Neither extreme nor adventurous, but fine for people not up to *Tony Hawk's*, like your little brother or nan.

DISNEY'S HIDE & SNEAK — **25**
CAPCOM ■ NGC/92
Mickey hides in things and sneaks past enemies. Stealth-action without any action. Tedious. Terrible.

DISNEY'S MAGICAL MIRROR — **26**
DISNEY ■ NGC/73
The Mouse patronises his way through this hideous 'adventure'. Almost Beckettian in its non-eventfulness.

DISNEY SPORTS BASKETBALL — **55**
KONAMI ■ NGC/82
Strip away the franchise and it's another simple Sports title. Soon to follow: *Disney Sports Russian Roulette*.

DISNEY SPORTS FOOTBALL — **69**
KONAMI ■ NGC/76
This isn't anywhere near as bad as you may think. It's an amusing, simple footie game for younger gamers.

DISNEY'S PARTY — **56**
EA ■ NGC/86
Mickey and chums in a mildly entertaining party game – but would you pay £30 to be mildly entertained?

DISNEY SPORTS SKATEBOARDING — **64**
KONAMI ■ NGC/80
The Mouse and his irritating friends try 'busting tricks'. Walt must be spinning in his cryogenic pod.

DONALD DUCK GOIN' QUACKERS — **32**
UBI SOFT ■ NGC/68
Like *Crash Bandicoot*, but with The Duck in charge, going bthackakackth. Also total rubbish.

DOSHIN THE GIANT — **62**
NINTENDO ■ NGC/74
Quirky title that puts you in charge of a giant man who must help/hinder islanders. A little short-lived.

DRAGON BALL Z: BUDOKAI — **43**
ATARI ■ NGC/87
Dated fighter where the characters move as though their feet are lead-plated. Avoid even if you're a DBZ fan.



TOP FIVE FIGHTING GAMES



SOUL CALIBUR 2
Gorgeous Link-fuelled beat-'em-up from fight kings Namco.

SUPER SMASH BROS MELEE
All your favourite Ninty types pounding each other's faces in.

VIEWTIFUL JOE
The only one-player beat-'em-up in our top five. Stunning.

DEF JAM VENDETTA
The wrestling game that appeals to non-grapple fans as well.

MK DEADLY ALLIANCE
"Mind if I remove your spleen?" "Ooh, go on – finish me."

TOP FIVE SHOOTING GAMES



METROID PRIME
Tough as nails shooting-heavy sci-fi adventure.

TIME-SPLITTERS 2
Class first-person shooting from the *GoldenEye* boys.

XIII
Euro-shooter with comic-book looks and very serious violence.

IKARUGA
A pure arcade shooter that's tougher than most.

SERIOUS SAM
Legions of garish aliens and humungous guns mean this stays frantic to the end.

DRAGON'S LAIR 3D — **48**
THQ ■ NGC/91
As fiendishly unforgiving as the original, but no fun at all. For nostalgia freaks only.

DRIVEN — **60**
BAM ■ NGC/68
Very basic, short game of the bad film about driving fast in a circle. Filling up bargain bins as we speak.

DR MUTO — **70**
MIDWAY ■ NGC/79
Amusing mad-doctor platforming game where you have to mutate into different animals to solve puzzles.

DROME RACERS — **46**
EA ■ NGC/85
Brings absolutely nothing new to racing, and doesn't manage to do the old stuff with any flair either.

EGGO MANIA — **49**
KEMCO ■ NGC/72
Rubbish take on *Tetris* that, mystifyingly, involves ovulations. Wouldn't look out of place on an Amiga.

ENTER THE MATRIX — **73**
ATARI ■ NGC/81
Take the red pill and find out how disappointing this movie tie-in is. We were expecting something special.

ESPN INTERNATIONAL WINTER SPORTS 2002 — **37**
KONAMI ■ NGC/67
Combines tiresome button-mashing with equally dull timing and precision exercises. Dull.

ETERNAL DARKNESS — **89**
EA ■ NGC/74
A Lovecraftian yarn of ancient evils told through 12 playable characters and an innovative magic system.

EVOLUTION SKATEBOARDING — **78**
KONAMI ■ NGC/79
Snazzy-looking *Hawk's* clone, but then, who wants an Elvis impersonator if the King's in town?

EVOLUTION SNOWBOARDING — **23**
KONAMI ■ NGC/79
Fight bad guys while sliding down a hill. Worse than *Dark Summit*. Games like this should be made illegal.

EXTREME G3 — **85**
ACCLAIM ■ NGC/67
An underrated gem, offering speed, huge tracks, ingenious weaponry and eye-sparkling visuals.

F1 2002 — **67**
EA ■ NGC/71
Rock-hard racing your dad will enjoy. Also features humourless Hun driving robot Schumacher version 1.0.

F1 CAREER CHALLENGE — **81**
EA ■ NGC/83
Packed representation of the glamorous world of F1 team management. You can take the cars for a spin too.

FIFA FOOTBALL 2003 — **83**
EA ■ NGC/75
EA finally remember how good football games are made. Actually better than *ISS 2*. A vast improvement.

FIFA FOOTBALL 2004 — **85**
EA ■ NGC/87
It wasn't broken, but EA fixed it anyway, slinging in more stats, new animations and a great Career mode.

FINAL FANTASY CRYSTAL CHRONICLES — **86**
NINTENDO ■ NGC/91
Beautiful looking, but with expensive hardware needs. An ambitious multiplayer RPG that mostly works.

FINDING NEMO — **65**
THQ ■ NGC/86
Horrible loading times and stuttering graphics spoil what could have been enjoyable for rugrat gamers.

FIREBLADE — **59**
MIDWAY ■ NGC/77
Brain-free 'copter game that'll appeal to military-obsessed psychos and fans of 80s Vietnam war films.

FREEDOM FIGHTERS — **83**
IO ■ NGC/86
Blast invading Russian commies intent on taking over the US. Realistic? Not on your nelski. Fun? Oh da.

FREEKSTYLE — **52**
EA ■ NGC/74
Recycled gameplay – it's like *SSX Tricky* on bikes, so if you own that, you don't really need this.

FROGGER BEYOND — **59**
KONAMI ■ NGC/80
The trend for 'improving' ancient games by making them 3D taken to its most extreme conclusion.

GAUNTLET: DARK LEGACY — **25**
MIDWAY ■ NGC/68
We'd be far more comfortable with this if we'd had it inserted rectally. An insult to the memory of a classic.

GLADIUS — **70**
ACTIVISION ■ NGC/88
Persevere with the tutorials and odd glitches – there's a rewarding strategy title buried under the graphics.

GOBLIN COMMANDER UNLEASH THE HORDE — **72**
JALECO ■ NGC/92
Lead your rather small army of grunts to victory in this entertaining (if slightly simple) RTS.

GODZILLA: DESTROY ALL MONSTERS MELEE — **68**
ATARI ■ NGC/74
Stompy monster fun in multiplayer mode, but otherwise a little weak. Get *Smash Bros* instead.

GOTCHA FORCE — **69**
CAPCOM ■ NGC/90
Repetitive robot collect-'em-up battler which is actually pretty good fun, if a tad simple and repetitive.

HARRY POTTER AND THE CHAMBER OF SECRETS — **78**
EA ■ NGC/76
Attractive and competent adaptation of Potter's film – but rather easy. Only die-hard wizard fans need apply.

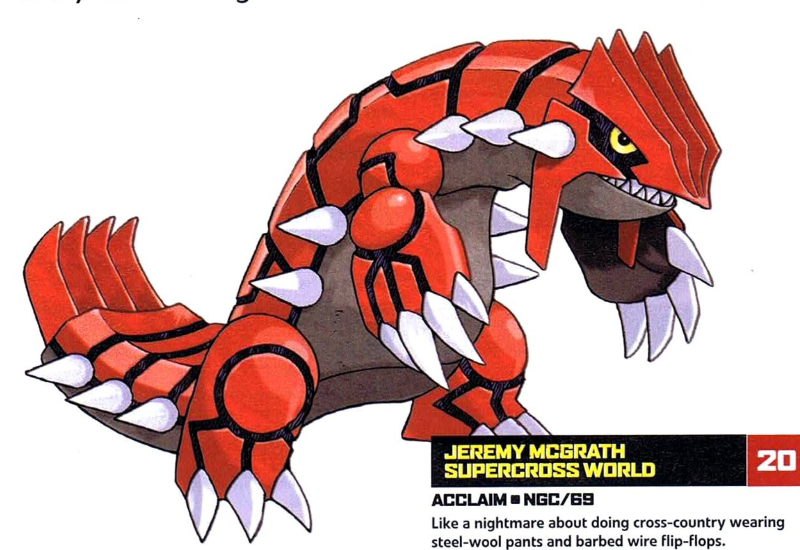
HARRY POTTER AND THE PHILOSOPHER'S STONE — **70**
EA ■ NGC/89
Out on PS2 before *CoS*, now out on Cube with graphics nabbed from *CoS*. At least the game's simple…

HARRY POTTER QUIDDITCH WORLD CUP — **62**
EA ■ NGC/88
Potter fans will love the details, but as a sports game, this broom-based title is one to sweep under the rug…

THE HOBBIT — **58**
VIVENDI ■ NGC/88
Competent enough cutesy adventure but somehow not interesting, despite elves and dragons and dwarves.

DIRECTORY

Every Gamecube game ever… rated!



HOT WHEELS HIGHWAY 35 WORLD RACE — 33
THQ ■ NGC/90
Ugly, gaudy and slow racer. Oh, and the handling's rubbish. Too boring to have a place on your Cube.

HOT WHEELS VELOCITY X — 45
THQ ■ NGC/75
Basic racing/car-combat game based on plastic toys. Strictly for the very, very young. Or very stupid.

HULK — 65
VIVENDI ■ NGC/82
Get angry, turn green, and SMASH your way through puny soldiers. Also stealth sections with Bruce Banner.

IKARUGA — 85
ATARI ■ NGC/80
Old-style shooter – originally designed for robots, now available for human consumption. Very, *very* hard.

ISS 2 — 83
KONAMI ■ NGC/68
A winning formula tarnished with unnecessary 'improvements'. Good – but also a step backwards.

ISS 3 — 78
KONAMI ■ NGC/82
The once-invincible football series sinks ever lower with a misguided new 'close-up' mode.

THE ITALIAN JOB: LA HEIST — 54
EIDOS ■ NGC/85
So short, even games goobers can finish it. The lack of variety doesn't help. A mini game in every respect.

JAMES BOND 007 AGENT UNDER FIRE — 70
EA ■ NGC/70
Workaday gameplay dressed up in off-the-peg shooter upholstery, shooting baddies with ping-pong balls.

JAMES BOND 007 EVERYTHING OR NOTHING — 68
EA ■ NGC/91
Barely above average, this not-based-on-a-film film tie-in is only redeemed by 007's winning personality.

JAMES BOND 007: NIGHTFIRE — 72
EA ■ NGC/75
The best Bond game on Gamecube so far, but the visuals can't hide an FPS that's lacking overall.

JEDI KNIGHT II — 67
ACTIVISION ■ NGC/75
A seriously disappointing PC conversion of an overrated shooter. Huge game, but quite tedious.

JEREMY MCGRATH SUPERCROSS WORLD — 20
ACCLAIM ■ NGC/69
Like a nightmare about doing cross-country wearing steel-wool pants and barbed wire flip-flops.

JIMMY NEUTRON BOY GENIUS — 18
THQ ■ NGC/78
Tedious, sorry, devoid-of-inspiration 'puzzle' game that actually manages to out-borify *Universal Studios*.

JIMMY NEUTRON JET FUSION — 71
THQ ■ NGC/89
Jimmy's second game is a big improvement. A simple platformer good for younger gamers.

JUDGE DREDD DREDD VS DEATH — 84
VIVENDI ■ NGC/89
An atmospheric, exciting shooter made better by the presence of the Big Chin himself, Judge Dredd. Drokk!

KELLY SLATER'S PRO SURFER — 75
ACTIVISION ■ NGC/73
Same old trick-based extreme-sports, but this time in tubes made of water. Quite good fun, for a while.

KNOCKOUT KINGS 2003 — 79
EA ■ NGC/75
If the arcadey nature of *Rocky* doesn't sit that well with you, give this face-smashing simulator a go instead.

LEGENDS OF WRESTLING — 47
ACCLAIM ■ NGC/69
Bringing back old-skool 'rasslers' isn't enough to make this any good. A shambolic licensing cash-cow.

LEGENDS OF WRESTLING II — 50
ACCLAIM ■ NGC/76
Yet another travesty of a wrestling game, but made marginally better by the addition of Big Daddy.

LOONEY TUNES BACK IN ACTION — 56
EA ■ NGC/90
Irritating monkey-collecting platformer. You'll find yourself wearing a tinfoil hat to stop all the voices.

THE LORD OF THE RINGS THE RETURN OF THE KING — 86
EA ■ NGC/87
More playable characters, including Gandalf, and less button-mashing make an epic, very enjoyable sequel.

THE LORD OF THE RINGS THE TWO TOWERS — 68
EA ■ NGC/78
Repetitive hacking game with RPG overtones. Guide your man through levels making goblin prosciutto.

LOST KINGDOMS — 86
ACTIVISION ■ NGC/70
Collect, er, cards, and battle monsters with them in fantasy landscapes. The sequel does it better, though.

TOP FIVE ADVENTURE/ RPGS



ZELDA: THE WIND WAKER
Phenomenal. A reason to own Gamecube itself.

METROID PRIME
Tough as nails shooting-heavy sci-fi adventure. Again.

PHANTASY STAR ONLINE
A number-cruncher that turns epic with a bit of t'internet.

SKIES OF ARCADIA LEGENDS
If 'classic' RPGs are your bag, this boy'll be a sackful of joy.

LOST KINGDOMS II
Polished RPG with card collecting elements. Neat.

TOP FIVE ACTION ADVENTURE



HITMAN 2
Compelling assassin sim that kills the competition dead.

MGS: THE TWIN SNAKES
Beautifully updated version of Solid Snake's first outing.

RESIDENT EVIL
A superior zombie-cruncher with slightly niggly controls.

ETERNAL DARKNESS
Another Nintendo exclusive that never fails to entertain.

SPLINTER CELL
Captivating stealth-laced adventure from the hand of Tom Clancy.

LOST KINGDOMS 2 — 87
ACTIVISION ■ NGC/81
Set 200 years after the events of the first game. It's more satisfying, but it's still on the frothy side.

LUIGI'S MANSION — 88
NINTENDO ■ NGC/67
Luigi stars in this short, but ace, fantastically playable combination of *Super Mario World* and *Ghostbusters*.

MADDEN NFL 2004 — 87
EA ■ NGC/85
Great stuff – a satisfying and accessible version of the sport for new *and* experienced Yankee Egg Chasers.

MARIO PARTY 4 — 68
NINTENDO ■ NGC/75
Disappointing. Not bad if you're in the mood for party fun, but it's done little to improve on the originals.

MARIO PARTY 5 — 80
NINTENDO ■ NGC/89
A much better boardgame from Mazza, although the new Capsule system can slow things down a lot.

MAT HOFFMAN'S PRO BMX 2 — 70
ACTIVISION ■ NGC/75
A decent extreme sports sim. A bit slicker than *Dave Mirra*, but with smaller, tighter arenas. Does the job.

MEDAL OF HONOR FRONTLINE — 74
EA ■ NGC/75
FPS set during World War II. Looks ropy in places, but it's atmospheric and highly enjoyable.

MEDAL OF HONOR RISING SUN — 67
EA ■ NGC/88
Looks so old, it should come with Werthers Originals, and both allies and enemies are a bit thick. Disappointing.

MEGA MAN NETWORK TRANSMISSION — 59
CAPCOM ■ NGC/84
Here's an idea: take a great GBA game, strip the good bits out and put the resulting platformer on GC.

MEN IN BLACK II ALIEN ESCAPE — 45
ATARI ■ NGC/78
Rubbish off-the-peg third-person shooting game of the rubbish off-the-peg movie. Did we mention it's rubbish?

METAL ARMS GLITCH IN THE SYSTEM — 82
VIVENDI ■ NGC/88
Well-designed bottylicious shooter. It's big and it's extremely tough. And we all love robots with guns, eh?

MICRO MACHINES — 57
ATARI ■ NGC/78
Like the recipe for bread or wine gums, *Micro Machines* doesn't change much, and this iteration is no exception.

MINORITY REPORT — 39
ACTIVISION ■ NGC/77
Astonishingly brutal third-rate ass-whupping game that takes place on the sets of a Spielberg movie.

MISSION: IMPOSSIBLE OPERATION SURMA — 69
ATARI ■ NGC/93
More accomplished than the terrible first *M:I* title, but lacking in flexibility and freedom somewhat.

MORTAL KOMBAT DEADLY ALLIANCE — 80
MIDWAY ■ NGC/77
The best *Kombat* yet! The blood-soaked spine-ripping yarn finally gets the update it deserves on Gamecube.

MX SUPERFLY — 63
THQ ■ NGC/73
Handles like you're driving space bikes on the surface of the moon. The best of a very bad bunch, though.

MYSTIC HEROES — 71
THQ ■ NGC/75
Simplistic 3D *Gauntlet*-style slasher that's somehow entertaining and charming. Well, Geraint thinks so.

NBA 2K3 — 85
ATARI ■ NGC/79
Puts all other basketball games to shame. Great gameplay complements an engrossing Career mode.

NBA COURTSIDE 2002 — 79
NINTENDO ■ NGC/68
The second-best basketball sim available, but it's still lacking. Strictly for hardcore fans of the Ball of B.

NBA LIVE 2003 — 70
EA ■ NGC/75
The yearly EA update. Solid gameplay; lots of lovely numbers; otherwise not much different from last year.

NBA LIVE 2004 — 86
EA ■ NGC/88
This year's *NBA Live* has tighter controls and a vastly improved Dynasty mode. A tad soulless, mind.

NBA STREET VOL 2 — 88
EA ■ NGC/84
Almost negates the need for realistic sports sims – and all for half the price of real basketball trainers.

NEED FOR SPEED 2 HOT PURSUIT — 69
EA ■ NGC/74
Ironically slow racer. A lazy port has ruined what was originally a pretty entertaining franchise.

NEED FOR SPEED UNDERGROUND — 77
EA ■ NGC/88
Aargh! I can't see… oh, that's the graphics. This street racer needs a bit more attention to detail, we feel.

NFL 2K3 — 86
ATARI ■ NGC/79
A meaty gridiron sim that could even threaten *Madden*. Management bits don't detract from the gameplay.

NFL STREET — 79
EA ■ NGC/90
American footie hits the streets. The Challenge mode and four-player are great. It'll take ages if you're duff.

NHL 2003 — 64
EA ■ NGC/75
A realistic approach to ice hockey which isn't particularly fast or – more importantly – fun.

NHL 2004 — 57
EA ■ NGC/85
Behind-the-scenes additions don't compensate for the terrible frame rate on the ice. Play it at your peril.

NHL 2K3 — 72
ATARI ■ NGC/80
Complicated ice hockey title with stodgy gameplay. Similar to *NFL 2K3*, but doesn't quite pull it off.

NHL HITZ 20-02 — 79
MIDWAY ■ NGC/67
Exaggerated ice hockey title in a similar vein to *Red Card*, where the sticks aren't just for hitting the puck.

TOP FIVE SPORTS SIMS

NBA STREET VOL 2
An off-the-wall b-ball title which puts more serious games to shame.

MADDEN NFL 2004
Forget soccer, Madden's still delivering the best pitch-based entertainment on the Gamecube.

NBA LIVE 2004
EA's superb 'serious' basketball title.

FIFA 2004
The best *FIFA* yet.

TIGER WOODS PGA TOUR 2004
The final entry in our sports game listing is both a) another EA game and b) a golf game. It's ace.

TOP FIVE EXTREME SPORTS GAMES



1080° AVALANCHE
More refined and robust than *SSX*.

SSX3
Fantastic sequel with plenty of challenge. More stunts than *1080°* – but not *quite* as polished a racer.

TONY HAWK'S PRO SKATER 3
Absorbing wheel-'em-up. *Tony Hawk's 4's* worth a look too.

AGGRESSIVE INLINE
Roller boot-based *Hawk's* style action.

EVOLUTION SKATEBOARDING
Another *Hawk's* clone that'solidly put together.

NHL HITZ 20-03 — 65
MIDWAY ■ NGC/74
Another year, another dose of frantic ice action. Not much cop on the original, mind.

PAC MAN WORLD 2 — 70
EA ■ NGC/78
The Pac is back for hilarious retro-themed platforming fun. Shamelessly pilfers everything from *Mario 64*.

PIKMIN — 86
NINTENDO ■ NGC/80
Created using textures from Shigsy's own garden. A wonderful RTS with multicoloured vegetable men.

PITFALL THE LOST EXPEDITION — 48
ACTIVISION ■ NGC/92
Colourful but short and shoddily-put-together platformer starring a hero from days of yore.

PHANTASY STAR ONLINE III C.A.R.D. REVOLUTION — 86
SEGA ■ NGC/94
Possibly the best all-out strategy title on Gamecube, but you really need some PSO knowledge to start with.

P.N.03 — 77
CAPCOM ■ NGC/84
This super-stylish shooter with its dancing heroine is only marred by dull bosses and design.

POKÉMON CHANNEL — 24
NINTENDO ■ NGC/92
Watch really rubbish telly with Pika. Because that's what having a good time is all about…

POKÉMON COLOSSEUM — 84
NINTENDO ■ NGC/93
Not the epic RPG we expected, but it's fun enough and Colosseum mode will last you forever.

POOL PARADISE — 80
IGNITION ■ NGC/92
Actually quite good tropical-themed pool sim – and you get to play more than boring old nine-ball.

PRO RALLY 2002 — 58
UBI SOFT ■ NGC/74
An okay game completely and ruthlessly dragged down by its thoroughly awful, frustrating handling.

PRO TENNIS WTA TOUR — 48
KONAMI ■ NGC/74
The only tennis game on 'Cube so far, but with rubbish non-analogue controls and distinctly whiffy visuals.

PUYO POP FEVER — 80
SEGA ■ NGC/91
Blob-bursting puzzle fun. It's nothing very new, but still a great puzzle title. The sort of thing girls love.

RALLY CHAMPIONSHIP — 74
SCI ■ NGC/78
Solid, does all the things a rallying game should. Should do the job until *McCrae* sees the light of day.

RAYMAN 3: HOODLUM HAVOC — 84
UBI SOFT ■ NGC/78
The limbless French Freak™ has the last laugh with a game that, insists our correspondent, is actually good.

RED CARD 20-03 — 78
MIDWAY ■ NGC/71
Violent football game where you mince opponents with stud and fist until the meat shows.

RED FACTION II — 66
THQ ■ NGC/82
Shoot capitalist scum in the face and blow some holes in walls in this distinctly average brown fighting game.

REIGN OF FIRE — 59
BAM ■ NGC/76
A poor game of a poor film, even if you do get to burn stuff. Nice ideas ruined by dodgy physics and controls.

RESIDENT EVIL ZERO — 85
CAPCOM ■ NGC/78
Ditches the solo formula for a two-character system. Great set-pieces, looks lovely… more *Resi*, basically.

RESIDENT EVIL — 89
CAPCOM ■ NGC/72
The classic zombie horror-fest, with stunning visuals and a brilliant storyline. Controls are still crap, though.





DIRECTORY

Every Gamecube game ever… rated!

RESIDENT EVIL 2 — 62
CAPCOM ■ NGC/81
Experience the shambling, undead terror of original PSone graphics! Revisit Leon and Claire for just… £30!

RESIDENT EVIL CODE: VERONICA X — 70
CAPCOM ■ NGC/91
A very late post of this two-character game. Solid *Resi* gameplay and a great plot are the big draws.

RESIDENT EVIL: NEMESIS — 65
CAPCOM ■ NGC/81
Braaaaaaaaaaaaaaaaaaaaaaaaaaaaiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiinnnnnnnnnnnnnnnnnsssssssssssssssssssss! Etcetera.

ROBOTECH BATTLECRY — 77
TDK ■ NGC/77
Stompy robots go to war in the game of the Japanese cartoon. Not bad, as far as stompy robot games go.

ROCKY — 78
RAGE ■ NGC/74
A solid fighter where you guide Rockies one to five to greatness. Top two-player, loads of unlockable extras.

ROGUE OPS — 62
KEMCO ■ NGC/90
The spirit of Joanna Dark lives on – but only just – in the form of Nikki Connors. Nowehere near as good, mind.

R: RACING EVOLUTION — 77
NAMCO ■ NGC/90
Not brilliant but not bad. The only thing that lets it down badly is the graphics – the bigger, the worse.

SAMURAI JACK: THE SHADOW OF AKU — 50
SEGA ■ NGC/94
Severely limited fighting make this 3D platformer less than interesting. Stick to the cartoon series.

SCOOBY DOO MYSTERY MAYHEM — 31
THQ ■ NGC/93
Feeble puzzles and a terrible plot mean Scoob continues his run of appaling software mistakes. Rooby Ron't!

SCOOBY DOO NIGHT OF 100 FRIGHTS! — 36
THQ ■ NGC/75
Platforming non-action that'll interest you for half an hour or until you need the loo; whichever comes first.

THE SCORPION KING — 30
VIVENDI ■ NGC/75
Bad. Very bad. Guide a poor approximation of The Rock and hit bad guys until they bleed from the eyeholes.

SEGA SOCCER SLAM — 67
ATARI ■ NGC/74
A cartoonish footie game with an interest in violence. Cracking in multiplayer – poor on your own.

SERIOUS SAM NEXT ENCOUNTER — 83
TAKE 2 ■ NGC/94
Intense, no-nonsense, very-little-plot shooter. Forget stealth and complexity and get firing. Relentless.

THE SIMPSONS: HIT & RUN — 80
VIVENDI ■ NGC/87
The Simpsons go all *GTA* and start driving recklessly and doling out the violence. And what's more, it works!

THE SIMPSONS: ROAD RAGE — 52
EA ■ NGC/68
A bad *Crazy Taxi* rip-off, with Simpsons characters bolted on, spewing repetitive 'funny' one-liners.

THE SIMS — 81
EA ■ NGC/79
Addictive people simulating comes to the Cube. A great sense of humour and lots of potential for mischief.

THE SIMS BUSTIN' OUT — 72
EA ■ NGC/89
What's outside the house? Hmm? No longer is your sim confined to his own four walls. Agoraphobics beware.

SMUGGLER'S RUN WARZONES — 78
ROCKSTAR ■ NGC/73
Huge landscapes and fast-paced 'racing' in buggies is let down by repetitive gameplay and awful music.

SONIC ADVENTURE 2 BATTLE — 70
ATARI ■ NGC/67
Sega's annoying mascot on Gamecube, now with an extra dimension added. Does anyone care any more?

SONIC ADVENTURE DX DIRECTOR'S CUT — 38
ATARI ■ NGC/83
A GBA link-up feature for GC, but otherwise a straight port of a game that was rubbish to begin with.

SONIC HEROES — 65
SEGA ■ NGC/91
We *don't* hate Sonic, but if he keeps dishing out these woefully inadequate platformers we might start to.

SONIC MEGA COLLECTION — 70
ATARI ■ NGC/79
If you have a retro craving, you could do worse: seven games on one disc, accurate down to the loading times!

SPEED KINGS — 57
ACCLAIM ■ NGC/83
Wannabe *Burnout* with, strangely, lots of sliding under lorries involved. Otherwise bland and unnecessary.

TOP FIVE MULTI-PLAYER GAMES



MARIO KART DOUBLE DASH!!
The Best Multiplayer Game Ever. We still haven't stopped playing it.

WORMS 3D
Ace fun with ludicrous weapons and a rising tide.

FINAL FANTASY CRYSTAL CHRONICLES
An innovative approach to multiplayer adventuring.

ATSUMARE MADE IN WARIO
Wario Ware made big and multiplayer for the Gamecube. Only available on import, but worth it.

SUPER MONKEY BALL
The second one's slightly better, but they're both really good monkey-rolling fun.

SPIDER-MAN THE MOVIE — 72
ACTIVISION ■ NGC/69
Dodgy control and camera are the only problems with this platform adventure. Voiced by the original cast.

SPY HUNTER — 55
MIDWAY ■ NGC/68
Appaling frame-rate, nasty course design and linear racing make this one to avoid. A pointless remake.

SPYRO: ENTER THE DRAGONFLY — 40
VIVENDI ■ NGC/75
Much like *Crash Bandicoot*, this is another shoddy port of a game that was never much fun in the first place.

SSX 3 — 89
EA ■ NGC/87
Improves over its excellent predecessor with a range of modes, ludicrous tricks and a *huge* mountain.

SSX TRICKY — 87
EA ■ NGC/69
Has PS2 written all over it, but excellent. Fast courses, shortcuts and mid-piste scrappage equal FUN.

STAR WARS BOUNTY HUNTER — 68
ACTIVISION ■ NGC/77
The panting, pot-bellied, rubbish space-assassin gets the *Tomb Raider* treatment in this average game.

STAR WARS THE CLONE WARS — 71
ACTIVISION ■ NGC/75
Battlezone-style tank blaster set around Episode II – not as good as *Rogue Leader*, but fun all the same.

STAR WARS ROGUE LEADER — 87
ACTIVISION ■ NGC/68
The most memorable – and the best-looking – Star Wars game yet. The Battle of Hoth will melt your eyes.

STAR WARS: ROGUE SQUADRON 3: REBEL STRIKE — 83
ACTIVISION ■ NGC/88
On-foot bits? Star Wars is about whizzing around in spaceships, not saving some bint with padded ears.

STARFOX ADVENTURES — 72
NINTENDO ■ NGC/74
Adventure that's way too easy and linear. Should have been far better. Hardly a fitting send-off for Rare.

SPAWN ARMAGEDDON — 52
NAMCO ■ NGC/91
Plays like *Devil May Cry*, but nowhere near as good. Lock on, jump, fight, win, look for next fight…

SPHINX AND THE CURSED MUMMY — 69
EUROCOM ■ NGC/91
Some seemingly careless flaws ruin an otherwise fun game – and you're going to love that Mummy!

SPLINTER CELL — 89
UBI SOFT ■ NGC/81
Stealth-fest with a gritty feel and the opportunity to operate various Clancy-approved hi-tech gizmos.

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM — 32
THQ ■ NGC/89
The plot's weak and the levels are badly designed – and Spongebob himself is nauseating.

THE SUM OF ALL FEARS — 25
UBI SOFT ■ NGC/76
One of the most inept games we've played. Clancy says bury the copies in the desert before anyone notices.



SUMMONER A GODDESS REBORN — 68
THQ ■ NGC/79
Much levelling-up and numbers floating from people's heads. Crappy visuals, but an engrossing adventure.

SUPER BUBBLE POP — 65
JALECO ■ NGC/78
Tetris-y flavoured *Bust-a-Move* for the Sunny Delight generation, with chemically-induced visuals and music.

SUPER BUST-A-MOVE ALL STARS — 70
UBI SOFT ■ NGC/89
Bust-A-Move! On your Gamecube! Puzzle fans rejoice – but only buy it if you haven't got a version already.

SUPERMAN: SHADOW OF APOKOLIPS — 60
ATARI ■ NGC/81
Supes redeems himself somewhat with this stylised and maze-free effort based on the animated cartoons.

SUPER MONKEY BALL — 88
ATARI ■ NGC/67
Simian-flavoured update of *Marble Madness*. One of the weirdest, most wonderful Gamecube games around.

SUPER MONKEY BALL 2 — 82
ATARI ■ NGC/78
The apes are back with levels harder of core, and a new story mode involving love, betrayal and banana-theft.

SX SUPERSTAR — 71
ACCLAIM ■ NGC/83
Motocross scrambling, enhanced with a *Def Jam*-style Career mode that involves girlfriend upgrades.

TAK & THE POWER OF JUJU — 69
THQ ■ NGC/92
Ticks all the right platforming boxes and is pleasant enough. But exciting? Not remotely.

TARZAN FREERIDE — 59
UBI SOFT ■ NGC/67
Disney. Platformer. Need we say any more? Jungle-based gameplay with the Seventh Earl of Greystoke.

TAZ WANTED — 52
ATARI ■ NGC/72
Some of the worst level design we've ever seen in this frustrating cel-shaded *Mario*-wannabe platformer.

TEENAGE MUTANT NINJA TURTLES — 40
KONAMI ■ NGC/92
Pick a turtle. Any turtle. They're all the same. A shallow button-basher that should've stayed in the sewer.

TETRIS WORLDS — 38
THQ ■ NGC/73
THQ ruin one of the Best Games Ever by trying to make it 'better'. Will anyone stop these people?

TIGER WOODS PGA TOUR 2003 — 82
EA ■ NGC/75
The world most efficient golf robot gets his own game. Actually really good, in a surprisingly arcadey way.

TIGER WOODS PGA TOUR 2004 — 84
EA ■ NGC/86
Apart from the ginormous size and a few tweaks for stattoes, it's the same as the last one.

TOM CLANCY'S GHOST RECON — 66
UBI SOFT ■ NGC/79
Clancy has another go at squad-based tactical ops, and this time things run more smoothly. Entertaining stuff.

PAUL'S SENSE TALK

ROBOCOP
Why can't Robocop be square? I mean, he'd be Robocube, but still loads easier to cut out in Photoshop.

DUTCH COURAGE
One cannot move stealthly in clogs. I know, I've tried it.

PARP, JINGLE, HONK, THUD
Don't you think that pushing a clown, wearing full clown garb, down the stairs would sound as funny as hell? Ah, just me then.

FAILED ATTEMPT
I'm going to invent time travel this weekend, and I will come back to visit myself right… NOW… dammit!!!

FOOD TIP
Red meat isn't the stuff that's bad for you. Green meat is.

Do you have more 'sense' than our Sense Master Paul Edwards? You probably do! He wants your Sense Talks, mate!

Send them to him at paul.edwards@futurenet.co.uk or to Sense Talk at the usual address.

TONY HAWK'S PRO SKATER 3 — 87
ACTIVISION NGC/67
Mental grinds and stunts backed up by a mountain of extras – if you haven't tried *Hawk's*, do it now.

TONY HAWK'S PRO SKATER 4 — 85
ACTIVISION ■ NGC/75
No time limits and great RPG elements complement the larger areas in *TH4* – a well-tweaked fourquel.

TONY HAWK'S UNDERGROUND — 79
ACTIVISION ■ NGC/88
The latest Hawk's lacks visual polish but the Story mode's been massively improved.

TOP ANGLER — 35
XICAT ■ NGC/81
Generic fishing game involving bass, that doesn't even get the basics of its limited genre right. Tiresome.

TOP GUN: COMBAT ZONES — 71
VIRGIN ■ NGC/72
Movie-based flyboy antics. GC's only flight 'sim' – pretty challenging, but we recommend you try it first.

TY THE TASMANIAN TIGER — 60
EA ■ NGC/76
An average platformer with an Antipodean twist. It's a solid example of the genre but nothing more or less.

TUROK EVOLUTION — 71
ACCLAIM ■ NGC/73
Disappointing dino-hunting FPS sequel. Not as bad as *Turok 3* on N64, but serious niggles let the series down.

TRUE CRIME: STREETS OF LA — 75
ACTIVISION ■ NGC/88
Looks great, but can be fiddlier than a violinists' convention. As close as you'll get to *GTA* on 'Cube.

UFC THROWDOWN — 51
UBI SOFT ■ NGC/73
Freestyle thump-fest, where you lead your oily man to victory in some Greek-style athletic contest.

UNIVERSAL STUDIOS — 24
KEMCO ■ NGC/67
Anyone who makes a game involving picking up litter should be stuffed into a suitcase and hurled into the sea.

URBAN FREESTYLE SOCCER — 17
ACCLAIM ■ NGC/91
The characters are loathsome and the animation's terrible. A new low for Gamecube sports games.

V-RALLY 3 — 68
ATARI ■ NGC/82
Speedy rallying game that wouldn't be so bad if they'd concentrated on the basics first. Like, er, the steering.

VEXX — 66
ACCLAIM ■ NGC/79
Well-crafted but unashamedly derivative *Mario Sunshine* knock-off. Could do better.

VIRTUA STRIKER 3 V2002 — 55
ATARI ■ NGC/69
Nice to look at, horrible to play. Rubbish AI and unwieldy controls make for a bobbins game of footie.

WALLACE & GROMIT IN PROJECT ZOO — 70
ACCLAIM ■ NGC/87
Recreates the plasticene duo's world brilliantly. Only a few fiddly bits let this youngsters' platformer down.

WARIO WORLD — 86
NINTENDO ■ NGC/83
The anti-Mario gets his own game. A surreal frenzy of lowbrow humour and monster-hitting. Waah!

WORLD RACING — 19
TDK ■ NGC/94
Unremarkable in every way, apart from when the cars pause and the sky vanishes. And you drive on water.

WORMS BLAST — 63
UBI SOFT ■ NGC/74
Kinda like *Bust-a-Move* in a puzzly-action kind of way, except this isn't anywhere near as good.

WRECKLESS THE YAKUZA MISSIONS — 51
ACTIVISION ■ NGC/75
Drive like a loon and smash up cars and anything else that gets in your way. Sub-*Burnout* nonsense.

WWE CRUSH HOUR — 43
THQ ■ NGC/83
Those magnificent greasy men drive greasy fighting machines for some unlikely *Vigilante 8*-style 'thrills'.

WWE WRESTLEMANIA X8 — 70
ACTIVISION ■ NGC/72
Okay, but with nothing particularly new and a familiar engine. But if you insist on buying these things…

WWE WRESTLEMANIA XIX — 68
ACTIVISION ■ NGC/85
Clumsy interface, limited CAW parts and irritating Story mode. Still, it'll sell loads, no matter what its flaws are.

XGRA — 71
ACCLAIM ■ NGC/89
Okay future racer, hampered by the fact that it's come out at nearly the same time as the superior *F-Zero GX*.

XIII — 86
UBI SOFT ■ NGC/88
A flawed gem of a shooter. Rock-hard in places, with wonderful set pieces and comic-book-style graphics.

X-MEN: NEXT DIMENSION — 55
ACTIVISION ■ NGC/75
Duller than dishwater. Fighting-by-numbers stuff that offers little of interest. Waste of a pretty cool licence.

X-MEN 2 WOLVERINE'S REVENGE — 64
ACTIVISION ■ NGC/82
Is he a man? Is he a wolf? Is he a genetically engineered super-soldier? Fighting with the clawed X-Man.

ZOOCUBE — 50
ACCLAIM ■ NGC/71
Puzzler involving a rotating mouth that sucks animal genitals and goes 'moo', 'oink', 'quack' and 'wah!'






MARIO IS FROM MARS, PEACH IS FROM VENUS



The first date blunders of Nintendo's finest. With Kid Icarus!

Game storylines. Back in the days when pixels were like Lego bricks, it was all "Aliens are spending mid-afternoon invading the Earth!" and "Dot-eating man must eat dots". But in space century 21, it's a *different story*. Even the weakest videogame plot packs in a lead character with actual character, a double-crossing sidekick-o-villain, and at least one talking dinosaur.

But, as the UK's national anthem asks: "where is the love"? The answer: nowhere to be found. Because even though Gamecube games are filled with characters who'd make lovely couples, these lads and lasses have a nasty habit of breeding mutual hatred within minutes of meeting – whether it's via unfortunate circumstance, plain incompetence or being trapped in a sack.

Learn from their mistakes here. And study the advice of Nintendo's very own cupid(-esque) character, Kid Icarus. Who, after two decades in retirement, isn't quite as delicately boyish as he once was.



MARIO AND PEACH

THE DATE: Super Mario Bros (1985)

THE MISTAKE: If your princess has had breakfast ruined by getting carted off by a reptilian king, you'd do well to drop your stopcock and get over there pronto. And not, say, spend half a week knocking on the doors of *seven* wrong castles. A kiss for the cameras when he made it: but you can bet there was no cake for *him* that evening.

KID ICARUS SAYS: "Now, I know a bloke doesn't like asking directions – and a plumber is *expected* to be late – but still. He should have turned up with Fire Flower in hand and freshly-pressed dungarees, not with Goomba guts all over his shoes and a moustache like a dog's eyebrow."

KID ICARUS'S LOVE TIP: "Buy her a nice new dress one size too small, and explain how good she'll feel when she slims into it."





SOLID SNAKE AND MERYL

THE DATE: Metal Gear Solid (2004)

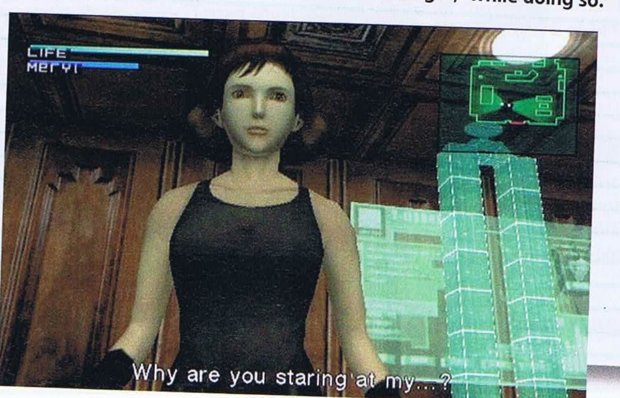
THE MISTAKE: Textbook. The *bad* textbook. Dripping saliva onto Meryl while ogling her from a ventilation shaft. Waving a gun in her face. Pulling out the ill-advised "You're nothing but a rookie" chat-up line. Staring at her butt – then saying, "You've got a nice butt." And leaving her to die after forgetting to pack a sniper rifle is just plain rude.



KID ICARUS SAYS: "If he'd replaced the gun with a nice bunch of chrysanths and the butt comment with a short poem comparing her to trees and butterflies, he could have been in there. Did he try waxing up his hard, muscular body? Killer."

KID ICARUS'S LOVE TIP: "Get down and give her a few press-ups. Repeatedly grunt 'I'm working it, I'm working it,' while doing so."







FIRST DATE BLUNDERS

"Do not point a high-calibre pistol at your potential love partner"

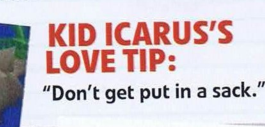
RUI AND WES



THE DATE: Pokémon Colosseum (2004)

THE MISTAKE: There are plenty of ways to impress the man with 'attitude'. Be confident. Demonstrate independence. Get to know the real him. The method we wouldn't recommend is getting kidnapped by evil dudes, then having to be rescued from the embarrassing predicament of being parceled up in a big sack.

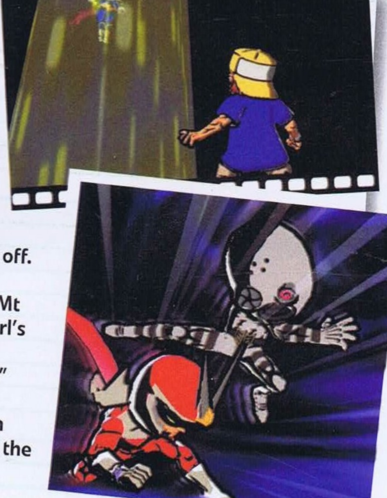
KID ICARUS SAYS: "Ah, a twist on the old 'jumping out of a birthday cake' idea. A rubbish twist. Bursting out of a Pokéball would have 'rocked bells' – but it's difficult to emerge from a Pokéball as anything other than a doubled-up ball of broken bones and blood, which isn't guaranteed to impress. Better to leap out of the tall grass and run towards the man screeching, "Wes, choose meeeeee!"



KID ICARUS'S LOVE TIP: "Don't get put in a sack."



JOE AND SILVIA



THE DATE: Viewtiful Joe (2003)

THE MISTAKE: First, sleepy Joe failed to see the old 'movie monster reaching through the cinema screen to steal your girlfriend' trick coming. Second, he'd taken Silvia to see a *boy's film*. Transforming into a superhero and fiddling about with time on a kick-punching cel-shaded mission is just showing off.

KID ICARUS SAYS: "Should have done what I do at the Mt Olympus Odeon. One: yawn and stretch. Two: slip arm around girl's shoulder. Three: tap shoulder. Four: when girl looks around, run! Won't help your chances of romance, but it's a top laugh."



KID ICARUS'S LOVE TIP: "Send her an Odeon gift voucher – five quid will do, she can always make up the difference when she gets there."



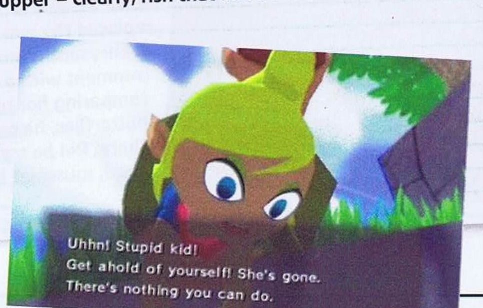
TETRA AND LINK

THE DATE: The Wind Waker (2003)

THE MISTAKE: They say you always hurt the one you love. Tetra takes this literally by accusing Link – a lad who's just left home after seeing his sister carted off by an eagle – of being too sentimental. Then she fires him out of a cannon. And she doesn't do herself any favours with that coat hanger haircut, either.

KID ICARUS SAYS: "You've got the entire *la mer* at your disposal, love. Try taking him for an afternoon of angling followed by a fish supper – clearly, fish that have evolved the ability to handle pencils *must die*. Then watch the sun go down and the stars twinkle into existence overhead. Or get caught in a thunderstorm and die together."

KID ICARUS'S LOVE TIP: "Tell your idiot of a father to give you a decent haircut the next time you're playing dress-up."





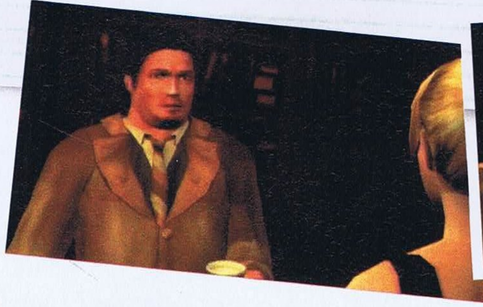
ALEXANDRA ROIVAS AND INSPECTOR LEGRASSE

THE DATE: Eternal Darkness (2002)

THE MISTAKE: So you're the kind of lady who takes a call from a mysterious man in the middle of the night, then takes the first flight out to meet him. Then you ruin it all with incessant weeping and wailing. Be reasonable – it's not like he's brought you face to non-face with the headless body of your dead grandfather. Oh.

KID ICARUS SAYS: "Should have brought him a present. The airport's the perfect place for that considerate gift – a model aeroplane or a giant Kinder Egg. Some of that David Hasselhoff aftershave would have been just the thing for ridding his overcoat of that stubborn brutally-decapitated corpse smell."

KID ICARUS'S LOVE TIP: "Help clean up the body. There's nothing like mopping up fragments of shattered spine to help break the ice."





FOX MCCLOUD AND KRYSTAL

THE DATE: Star Fox Adventures (2002)

THE MISTAKE: Inter-species love is never easy, so it's nice to see gentleman McCloud doing his bit by goggling lecherously at our half-naked heroine while she's entombed in future space magic. Even Slippy Toad is slapping his forehead in disbelief at this.

KID ICARUS SAYS: "I would have pressed my hungry lips up against that crystal prison – it's the kind of classy show of affection that a real lady expects and deserves, whatever the time or dimension. Foxes don't have lips, though, do they? So just wave and wink. Over and over again."

KID ICARUS'S LOVE TIP: "She's going to be hungry after that lengthy imprisonment. Bring her a box of Celebrations. Ferrero Rocher is for losers."

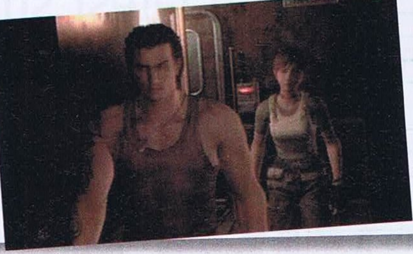


BILLY COEN AND REBECCA CHAMBERS

THE DATE: Resident Evil Zero (2003)

THE MISTAKE: The first lesson of love – do not point a high-calibre pistol at your potential love partner. The second lesson – do not greet your potential love partner with the words "Been fantasising about me have you?" or refer to her as "doll-face". The third lesson – quickly try to clear up any confusion about having brutally murdered 13 people.

KID ICARUS SAYS: "Ah, the cross-country train journey. Mutant insects or no mutant insects, it can't be beaten for high romance. Escort those shamblers out of the buffet car and enjoy a slap-up meal of Smoky Bacon Walkers and a cup of tea sipped through a coin-sized slot."



KID ICARUS'S LOVE TIP: "Rest your hand on her chest. Feel that frantically beating heart? It's not just because there's a cockroach the size of a three-piece suite behind you."



gamesradar.com
THE UK'S NUMBER ONE GAMES WEBSITE

EXPERT TIPS, TOUGH CHALLENGES, TRIVIA AND MORE

NGC EXTENDED PLAY

DON'T MISS...

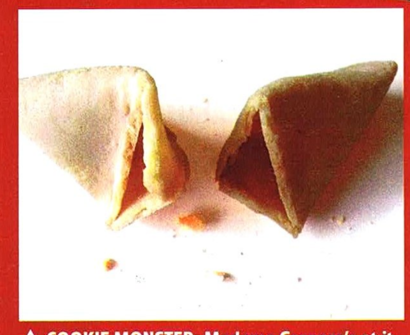


The making of Gamecube's sweariest game, *Die Hard Vendetta*. P106

CONTENTS

A concise guide to the informative guts within...

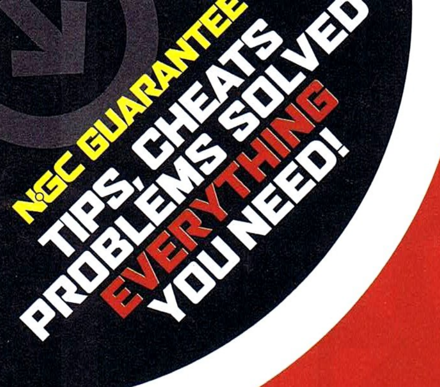
CHECK IT!...



△ COOKIE MONSTER: Madame Greener's at it again – seeing Ninty's future in Asian snacks.



△ LETTERS: Sent us a letter? See if it was worthy of an answer – or a kicking.



THE TIPS YOU NEED FOR THE GAMES YOU'RE PLAYING...

TIPS EXTRA



SAMURAI JACK: THE SHADOW OF AKU

CHEAT CODES
Enter the firest two during gameplay.

MAX ZEN METER
Hold the analogue stick Left and the C-stick Right, then press X, A, B, Y

CRYSTAL SWORD
Hold the analogue stick Up and the C-stick Down, then press A, X, B, Y

SKETCH GALLERY
Simply finish the game on the easy difficulty setting.

BACKGROUND GALLERY
Nailed easy? Do it on normal difficulty to unlock the backgrounds.

MODEL GALLERY
You can guess what's coming next – complete the game on hard setting.

GIANT CHICKEN
When you see chickens running around the place, chase one of them and attack it with your sword – the angry clucker will turn into a Giant Chicken and pummel you right back.





SERIOUS SAM: THE NEXT ENCOUNTER

UNLOCK NEW LEVELS
Earn as many gold medals as you can in this no-nonsense shooter, then head over to the Level Select screen and press X. This will open the 'Lost Level' menu where you can choose your new levels. The Gold medal awards are as follows:

ROME: PRAETORIAN CAMP
Three Gold medals

ROME: FORUM ROMANUM
Five Gold medals

ROME: FORUM OF TRAJAN
Seven Gold medals

ROME: ADDRESSING SENATE
Nine Gold medals

ROME: CAESAR'S SANCTUM
12 Gold medals

CHINA: THE SILK ROAD
15 Gold medals

CHINA: GATE OF SUPREME HARMONY
18 Gold medals

ATLANTIS: THE STEAM TOWER
22 Gold medals

ATLANTIS: GEOTHERMAL TUNNELS
24 Gold medals

ATLANTIS: THE CORRIDORS OF POWER
26 Gold medals

THE GALLERY
31 Gold medals

TEENAGE MUTANT NINJA TURTLES

Enter at the Password Menu screen…

PASSWORDS BONUS COURSE 1
LSMMS

BONUS COURSE 2
SSLDM

BONUS COURSE 3
MSSLD

BONUS COURSE 4
SRLMD

BONUS COURSE 5
LSDRM

CASEY JONES MODE
SRLMD

SPLINTER MODE
LSLML

NEW DONATELLO COSTUME
RRSLR

IMPROVED WEAPON FOR DONATELLO
DRDLS

DONATELLO – X2 POWER
MLSDS

DONATELLO – X2 DEFENCE
MLMLS

NEW LEONARDO COSTUME
RSLMD

IMPROVED WEAPON FOR LEONARDO
LMLSD

LEONARDO – INFINITE SHURIKEN
SSLDM

LEONARDO – X2 POWER
RSDMM

LEONARDO – X2 DEFENCE
LDSMS

NEW COSTUME FOR MICHAELANGELO
RLSLS

IMPROVED WEAPON FOR MICHAELANGELO
MSRMM

MICHAELANGELO – X2 POWER
RLMSM

MICHAELANGELO – INFINITE SHURIKENS
MSSLD

MICHAELANGELO – X2 DEFENCE
RLDDR

NEW RAPHAEL COSTUME
SLSMM

IMPROVED WEAPON FOR RAPHAEL
RDSRL

RAPHAEL – X2 POWER
RSSSR

RAPHAEL – X2 DEFENCE
SDRML

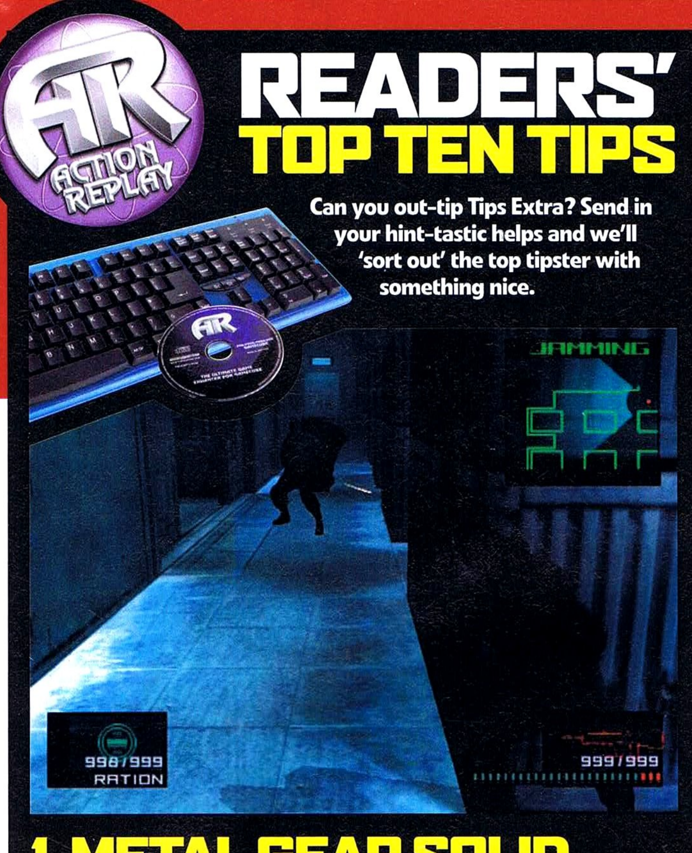
NEW SOUND EFFECTS
DDDML

NGC READER KNOWLEDGE!
In Star Fox Adventures, if you don't have mushrooms and want to flame something, aim yourself at it and hit Tricky a few times. He'll try to burn you, thereby burning the thing you wanted to burn.
Bill Beal, email



READERS' TOP TEN TIPS

Can you out-tip Tips Extra? Send in your hint-tastic helps and we'll 'sort out' the top tipster with something nice.



1. METAL GEAR SOLID

Cooling down

When you need to change the PAL card's temperature, there's a much easier way of going about it. Simply stay in the same room that you get the card in. Now look to the lower right wall and you'll see bars you can jump over. You'll find two pipes: one to cool the card and one to heat it up.
Chris Hollins, Kent

2. METAL GEAR SOLID

Nice 'n' snipey

When Sniper Wolf shoots Meryl you don't have to go all the way back to the armoury. Instead, head on over to the office where Meryl was patrolling. It's much quicker.
Martin Daley, Swindon

3. SOUL CALIBUR 2

Mid-air bomb glitch

As Link, knock your opponent out of the ring. Immediately afterwards, flick the C-stick right to draw a bomb and press Kick to throw it. The bomb will roll in mid-air off the side of the screen!
Daniel Glenfield, Oxon

4. HARVEST MOON

Early riser

After saving the game before bed, reset. Load your game back up again and it will still be the same time before you saved it but you won't be tired, gaining an extra seven hours of time to spend.
Matt Coxhill, Bucks

5. METAL GEAR SOLID

Extra armour

After you've escaped from the cell, on your way to the Communication tower, go to the B2 floor of the Warhead storage building. One of the rooms on the left contains the body armour.
Tom Haig, West Sussex

6. ZELDA: WIND WAKER

Submarine chart

At the boating course, use the Deku Leaf to cross from one side to the other and drop down the hole. Now hit the dragon mouth switches with the boomerang, then open the chest for a Moblin Sub chart.
Sam Webb, West Sussex

7. FINAL FANTASY CC

Blazin' caravans

If you want to play the Blazin' Caravans minigame but can't find any matching Mog Stamps, simply go to Marr's Pass and find the Moogle there. Since his Mog Stamp is the only one of a kind, he will let you play the game straight away.
Joshua Sweeney, Merthyr Tydfil

8. METAL GEAR SOLID

Raven juice

Try going into first-person view when you're on the elevator with the ravens – they'll poo all over your screen.
Steve Martin, Hull

9. HARVEST MOON

Easy money

Get loads of money by buying a seed mixer and then selling the seeds instead of the fruit. This gives you more than ten times the cash.
Chris King, High Wycombe

10. MARIO AND LUIGI SUPERSTAR SAGA (GBA)

Infinite coins

Hit Mario to make him mini. Give Luigi his High Jump command. When Luigi's in the air, make Mario jump. Keep jumping to make Luigi stay up. Hit Luigi and he loses one health point – but you win a coin.
Cedric Van Rossem, Belgium





Expose yourself as the pathetic gamer you really are…

Dr Kitts,
Pokémon Colosseum. I've finished the game and then I get an e-mail in my PDA from Secc in Pyrite town telling me to go there and meet him, where he will tell me about something about a strange Pokémon wandering around. Thing is, I can't find him anywhere…
Tristan, email

Rider 'Dr Kitts' is ready to battle…
Secc is one of Duking's kids (behind the bookcase). Talk to him and then you can battle Cail again who you'll find at the entrance to the town…

Dear Dr Kitts,
In *Final Fantasy: Crystal Chronicles,* how do I forge the Celestial Weapon and Soul of the Dragon? Do I have to level up the blacksmith?
Davey D, email

Dr Kitts struggles free from the tangle of GBA link cables. Gasping for breath…
For the Celestial Weapon you can try either Marr's Pass or Alfitaria. The Soul of the Dragon can only be forged in Sella.

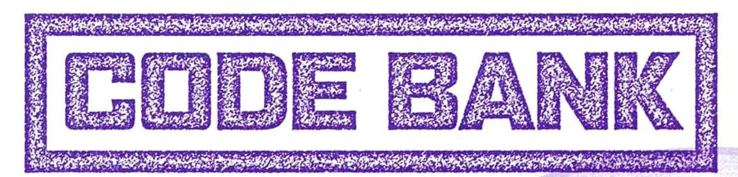
Dr Kitts,
In *Phantasy Star Online,* I'm trying to get (legit) the God units for body, Battle and HP, but have no idea where to start looking. I have a LV154 FOmar (Redria) and a LV 89 RAcast (Skyly).
Mark Keel, Kidderminster

Dr Kitts hasn't been seen outside in over seven months…
Okay, looking at your Section IDs, for God Body, try Vhard Caves and fight red slime with your Skyly character. Also, with the same character in the same area and difficulty, try battling Nar Lillies for a God HP. With your Redria character, try Ultimate Forest for God Battle. We got ours from a fallen Hildelt.

Dr Kitts,
On the Amiga's *Leather Goddesses of Phobos* what am I supposed to do with the fly-trap? I've only managed to scratch and sniff 'mothballs' and 'chocolate', and I'm really tempted to give 'grass' a go - but I don't want to ruin the experience by sniffing it before I'm supposed to.
Gorky, email

Dr Kitts really, really can't take it any more…
You're having a laugh, surely?! Still… have you tried 'hissing at it' to make it think it's being sprayed with weed killer… you never know…



Cheat your way to victory…

POOL PARADISE

(M)
6DPG-FAMD-X6REE
2UAH-GPFJ-N5TCQ

Loads of cash
J4XC-YZF4-Z90CR
N1GG-QB53-CYA6B
ENNG-YHHC-G98Q6

Killer – never lose lives
HQCW-72C6-RV9R4
T706-J79J-1ZEWU

Unlock triangle table
WTB6-K7CE-PZ072
42AJ-K7GY-8BDU7

Unlock ice hockey table
YG8G-VR5A-PRNVE
8Y6H-1APA-FHF70

Unlock square table
CRZ5-2EUP-J967H
TKUA-DBG5-NXUJH

Unlock T-shape table
6B8D-XP9D-M3AZR
Y7B1-CF1D-5HGGN

Unlock cross table
XU86-NA9E-HB1MC
TJX0-C590-UTC4X

Unlock mini table
M56P-CQ4K-64RD7
VUR6-EPRN-3RW51

Unlock L-shape table
YA5G-JFZK-Y1R18
3B67-5C9G-2TZ5Y



Unlock hexagon table
V5MW-89D2-N9BN8
Y10N-R174-85YHF

Unlock all tables
J9FM-ZEF2-AH0H8
PZ2Y-TRP7-3XR84

Unlock Metal Micue
VHXH-5P8X-A4CGR
K6TV-X9YX-88XG4

Unlock Golden Pot
EZA4-9CFB-B00CG
TQH9-WGWK-4D13M

Unlock Spoocue
2UHZ-ECE7-30CY9
9FYF-41CN-8XV9X

Unlock Chop Cuey
DJ62-8Y8Z-V9ZWG
ZQEX-GA2F-CNWBB

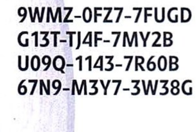
Unlock Rockstar
NQ5B-H5BB-NHZ21
HMZH-HE3N-2RVJ6

Unlock all cues
DK1M-DZ50-HRVE6
WNJ6-HHMC-Q3N0B

Unlock HUD goggles
RAVU-CYVN-BWC48
1X39-ZHR4-6DBZC

Unlock laser sight
739T-T68X-EQVZ5
F1M2-CD2Z-BTW56





SERIOUS SAM

(M)
JRF8-V5BJ-
76VDM
KHFD-ZR59-
1AMG7

Infinite Health
T86H-BHDN-Y6PEW
3C26-YMRU-K1T3Z

Infinite ammo
29C5-WD1Q-2J362
N83E-25PR-A7MX9
1URK-BYW0-0M48N

All weapons
X61E-1QHX-MYVB9
RGV1-V8DC-K6TWD

Open all levels
207T-0HJ9-FY28P
XHXM-5KNK-ZKKB2
YQFJ-84QW-9G8B9

Moon jump (Hold L)
QWT7-QDC9-ZFXM1
9WMZ-0FZ7-7FUGD
G13T-TJ4F-7MY2B
U09Q-1143-7R60B
67N9-M3Y7-3W38G



NGC YOUR TOP TIPS

YOUR TOP TIPS SHARE THE KNOWLEDGE AND BAG YOURSELF A PRIZE…

HERE'S MY TOP TIP…

IT'S FOR

AND THIS IS HOW IT WORKS

Name ....

Address ....

.... Postcode ....

Send to:
TIPS EXTRA, **NGC**, 30 Monmouth Street, Bath, BA1 2BW
or e-mail ngc@futurenet.co.uk

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Or just buy two copies of the mag. That way you can keep a spare copy in the khazi, to help focus your mind.

Found an interesting tip, secret or quirky thing in one of your games? Send it into us immediately! Each month we'll stick the best into our Readers' Tips section. If your tip is the number one readers' tip, we'll send you a luvverly prize. Good, huh? But don't send us cheat codes from the net. Quirky!



MEET THE CHALLENGE!

AND NOW… WITNESS THE DESTRUCTIVE POWER OF THESE ARMED AND FULLY OPERATIONAL GAMING LEAGUES!

I'M THE BEST



It seems like an age since we started I'm The Best, and the fun hasn't stopped yet. Everyone's Virtual Reality Yous are getting better and better and the scores just blow us away – you're such great gamers that this month Go-Sen has decided that you should show Geraint exactly how the third level of Ikaruga can be done. We'd ask you to teach Mim some gaming mad skillz too, but she's still learning which way up to hold a pad.

Anyway, keep sending your results in and we'll keep checking your evidence and adding up your totals. Game On is the perfect antidote to the 'new games drought' that hits us every summer. You don't need new games when you can spend time perfecting your scores on the games you've already got. Just assemble your evidence and send it to us. Check the 'Beat The Best' box below if you're not sure how to go about things.

Finally, thanks for all your suggestions and ideas for challenges. We really like reading them, and they may even make it into the mag – just check out this month's Virtual Reality You challenge for one that came direct from your fellow readers. We're still pondering one reader's 'Enjiki in the shower' suggestion – it's an unusual idea, but rather too dodgy for our tasteful tome!

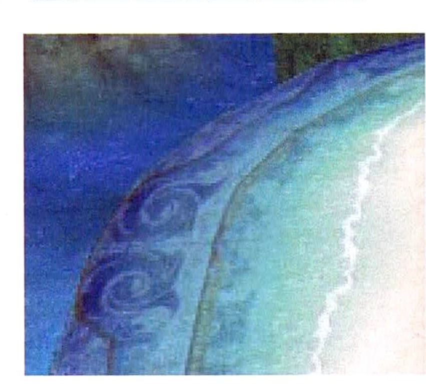
MISSION IMPOSSIBLE!

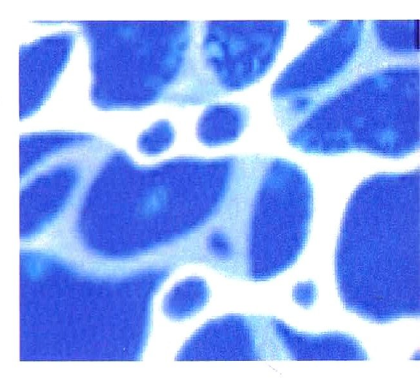
Mission Impossible is the part of I'm The Best where we make you put down your controller and think for a little while – a novel idea, but it seems to work. We could show you a bunch of pixels and ask you which game they're taken from. We could give you some speech from a game and ask you to name it. Whatever we do, though, you can be sure that it's a thorough test of your Nintendo gaming knowledge. And there's a new one to have a go at every issue, so if you can't do one month's, try again a month later.



THIS MONTH… WATER, WATER EVERYWHERE

What you need in this hot weather is a dip in some nice cooling water – but do you know which games we took these four watery screenshots from? To make things harder for you, we've zoomed in on the water and cut out almost all other on-screen detail. **Send all four game names by the 15th July please. Completely correct answers will net the sender 40 points.**





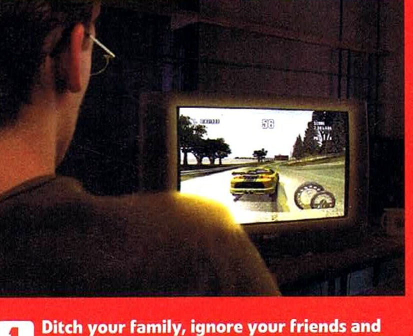






BEAT THE BEST!

Come and have a go if you think they're hard enough! This is how you turn your talent into a shot at a stonking prize.



1 Ditch your family, ignore your friends and practise until you have achieved perfection. But not beyond the cut-off date. That'd be dim.



2 Get a score above our 'To Qualify' minimum – you don't have to beat the top 5. Gather the evidence (video/photo) and send it to us.



3 Wait an issue or two and see where your score gets you. The more challenges you nail, the higher you climb in the table…

SUPER SMASH BROS. MELEE



KIRBY'S REVENGE

WE WANT Your highest numbers of KOs.
THE LAW Play in Cruel Melee mode. You must play as Kirby. All default settings apply otherwise.
TO QUALIFY Four Knock Outs.
EVIDENCE Photographic evidence will do fine.
POINTS 25

1	15	**David Lent**, Leeds; **A. Chan Wai Kuen**, Malv. Wells
2	11	**Rob Jones**, Poole
3	10	**Chris Mills**, Warrington; **S. Brooks**, Broughton Astley
4	9	**Rex McGee**, Trowbridge; **Marcus Tse**, Malvern Wells; **Dave Every**, Ellesmere Port
5	6	**M. Heule**, The Netherlands; **Ewan McKenzie**, Dumfries



ROCK ME, AMADEUS

WE WANT Your highest score in All-Star mode.
THE LAW Must use Falco. Singing in an 80s-stylee completely optional.
TO QUALIFY 400,000
EVIDENCE Again, we're fine with photos for this one, as long as it's clear enough for us to see your score.
POINTS 20

1	982,100	**Steve Brooks**, Broughton Astley
2	930,900	**Alan Chan Wai Kuen**, Malvern Wells
3	923,010	**Marcus Tse**, Malvern Wells
4	840,720	**Dave Every**, Ellesmere Port
5	831,000	**Rob Jones**, Poole

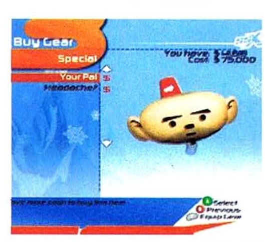
SSX3



MILLIONAIRE

WE WANT Your best score for Peak 3.
THE LAW Must be done in Freestyle mode (All Peak Jam). Can use any of the starting boarders – no unlockable or created ones.
TO QUALIFY 1,000,000
EVIDENCE A photo will do for this.
POINTS 25

1	3,260,182	**Dermot Ryan**, Mullingar
2	3,011,057	**Dave Pugh**, Saffron Walden
3	2,190,028	**Dave Every**, Ellesmere Port
4	2,091,290	**Steve Brooks**, Broughton Astley
5	1,513,299	**L. Voigtländer-Ford**, Milton Keynes



WITH JAM ON

WE WANT Your fastest time on Peak 1 Race: Snow Jam.
THE LAW Must use Kaori – no other boarders allowed. You must cross the line first as well.
TO QUALIFY 2:35
EVIDENCE We'd like to see video evidence of the full run, please.
POINTS 35

1	2:08	**Dave Pugh**, Saffron Walden
2	2:21	**Peter Bottomley**, Holmes Chapel
3	2:28	**Dave Every**, Ellesmere Port
4	2:33	**Rex McGee**, Trowbridge; **Dermot Ryan**, Mullingar; **Andrew Grieve**, Rotherham
5		

To spice things up a bit, you'll notice that we've also included extra Random Challenges – which can be related to games, or be completely whimsical. Again, fulfil our wishes to the letter and points will be yours. Simple. There's even a Spot the Ball competition (it's *Tiger Woods 2003* this month). Keray-zee…

VIRTUAL REALITY YOU!

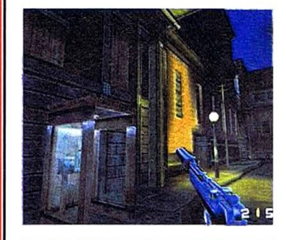
Because prats win prizes!

THIS MONTH OOH, MR FAIRY!

We're going to torture ourselves this month by asking you to make all our nightmares come true – we want you to dress up as **Link's green-garbed fairy friend, Tingle.** And what's more, we want you to be **in, on or beside a hot air balloon.** If you can't get access to the real thing, you'll have to be inventive, won't you? You can blame readers Dan Robinson and Mike Jennings as it was their suggestion. All photos must arrive by 15th July.



TIMESPLITTERS 2



BRICKATHON

WE WANT Your fastest time for completing the Bricking It: Glass Smash.
THE LAW You'll find it in Challenge mode. No cheating.
TO QUALIFY 25s
EVIDENCE Video of the entire run so we can see you doing it.
POINTS 25

1	19.4	**Bryan Docherty**, Inverkip
2	19.7	**Peter Bottomley**, Holmes Chapel
3	20.0	**Rex McGee**, Trowbridge
4	21.6	**Lewis Voigtländer-Ford**, Milton Keynes
5	22.7	**Andrew Grieve**, Rotherham

IRREPRESSIBLE!

WE WANT You to complete the Banana Chomp: Playing With Fire.
THE LAW You have to complete the level.
TO QUALIFY 20 bananas
EVIDENCE Full video evidence of the entire run so we can see you don't duck out halfway.
POINTS 35

1	26	**Peter Bottomley**, Holmes Chapel
2	25	**Lewis Voigtländer-Ford**, Milton Keynes
3	24	**Simon Flatman, Rex McGee, Andrew Grieve, Dave Pugh, Josh Symons, Dave Every, David Lent**
4	22	**Dominic Stroud**, Gloucestershire



MARIO GOLF SPOT THE BALL

X MARKS THE SPOT

Mario's been a bit careless with the old golf clubs and has walloped his ball off into the wide blue yonder. At this rate Wario's a-gonna ween. And now someone's gone and rubbed Mario's ball out so he can't find it again. Who's to blame? Wario? Bowser? It doesn't matter, really. Your mission, should you choose to accept it, is to draw an X where you think Mario's ball is.

❑ **The entry we receive marking the point closest to the ball by the 21st June wins 40 points. And don't think drawing a super-sized X will make you more likely to win – we look at the centre of your cross, not the entire area it covers.**

SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

I'M THE BEST

The Best just got even Better…

MARIO PARTY 5





PANIC STATIONS

WE WANT Your highest score on Panic Pinball.
THE LAW You must use Waluigi. We feel sorry for him as he gets left out. Apart from that, stick to all the default settings. One player.
TO QUALIFY 22,000 points
EVIDENCE A snap of the screen showing your score.
POINTS 30

1	30,400	**Steve Brooks** Broughton Astley
2	28,940	**Michael Rothwell** Wallasey
3	28,760	**Rex McGee** Trowbridge
4	??,???	**Your name here?** Next month
5	??,???	**Your name here?** Next month

JUMP! JUMP! JUMP!

WE WANT Your furthest distance for Leaf Leap.
THE LAW You can use any character you like. Apart from that, the default settings apply.
TO QUALIFY 120m
EVIDENCE We'd like to see the whole entertaining incident on video, please.
POINTS 20

1	144	**Steve Brooks** Broughton Astley
2	141	**Ewan McKenzie**, Dumfries; **Mark Gibson**, Dumfries; **Dave Every**, Ellesmere Port
3	129	**Rex McGee**, Trowbridge; **Andrew Grieve**, Rotherham
4	120	**Peter Bottomley** Holmes Chapel

Forget Reg-G! I am your true leader.

DAVID GOSEN'S INHUMAN GAMING EFFICIENCY DIRECTIVE

Emotions are not part of my programming. Which is good, because otherwise I would be most upset at how this newcomer, this Reg-G has stolen my fame. So this challenge is not in any way my attempt to make you suffer, worthless humans. No. I am not jealous.

Playing the third level of Ikaruga on Hard difficulty, I want you to get at least 5,000,000 points.

Only entries in by the 15th July will comply with the directive. Your reward will be 101.01 points. Not that you deserve them, fickle fleshbags.

KIRBY AIR RIDE





STRAIGHT RACE

WE WANT Your fastest time for a three-lap race.
THE LAW Must race on the Metal Top Ride. Three CPU opponents, level 1.
TO QUALIFY 50 seconds. You can do that!
EVIDENCE Video, so we can check that you've got the settings right.
POINTS 25

1	0'26"93	**Steve Brooks** Broughton Astley
2	0'41"70	**David Lent** Leeds
3	??	**Your name here?** Next month
4	??	**Your name here?** Next month
5	??	**Your name here?** Next month

DEEP BREATHS

WE WANT To see how many enemies Kirbs can hoover up during a race.
THE LAW You can attempt this on any level and vehicle you like. Must use default settings. You must win.
TO QUALIFY 15
EVIDENCE Video evidence of Kirby absorbing his rivals.
POINTS 35

1	16	**Steve Brooks** Broughton Astley
2	??	**Your name here?** Next month
3	??	**Your name here?** Next month
4	??	**Your name here?** Next month
5	??	**Your name here?** Next month

METAL GEAR



WOOOAH NELLY!

WE WANT You to kick Liquid Snake's treacherous, traitorous butt.
THE LAW No using cheats to give Snake an advantage.
TO QUALIFY 30 seconds left on the clock. You only have three to beat Liquid anyway…
EVIDENCE Clear video of the full battle.
POINTS 40

1	1:48	**David Lent** Leeds
2	1:37	**Lewis Voigtländer-Ford** Milton Keynes
3	1:30	**Steve Brooks** Broughton Astley
4	1:17	**Michael Rothwell** Wallasey
5	1:16	**Andrew Grieve** Rotherham

SONIC HEROES



MISSION POSSIBLE

WE WANT Your best score on the bizarre Casino Park stage (level 5).
THE LAW Must be playing as Team Sonic. No Chaotix or (shame on you if you thought of it) Team Rose!
TO QUALIFY 35,000
EVIDENCE A clear snap of your score at the end of the level.
POINTS 30

1	45,290	**Andrew Grieve** Rotherham
2	43,070	**Dermot Ryan** Mullingar
3	41,710	**L. Voigtländer-Ford** Milton Keynes
4	40,590	**Dave Every** Ellesmere Port
5	40,300	**Mark Gibson** Dumfries

MARIO KART



DESERT DRAG

WE WANT Your *slowest* time on Dry Dry Desert.
THE LAW Must play as Yoshi and Baby Bowser. And despite going slowly, you've still got to win the race! 100cc only.
TO QUALIFY 2:00
EVIDENCE Video of the full race – sorry, but we do get people cheating at *MK*.
POINTS 30

1	2:44:775	**Timothy Law** Margate
2	2:43:273	**Mark Gibson** Dumfries
3	2:43:018	**Dave Every** Ellesmere Port
4	2:42:571	**Ben Bryce** Worthing
5	2:39:110	**Simon Flatman** Northampton

MARIO SUNSH…

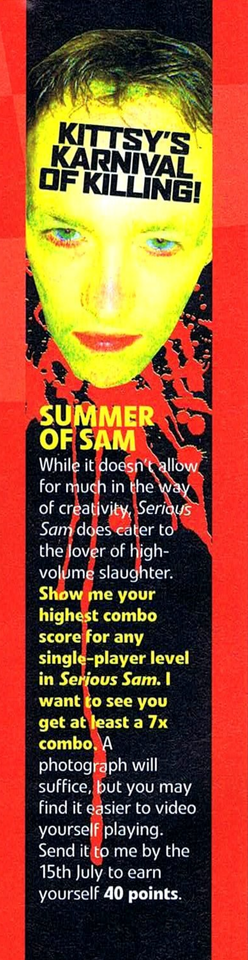


SOLID GOLD

WE WANT To know how many coins you can collect.
THE LAW Collect them on any story you like, as long as it's on the Noki Bay level.
TO QUALIFY 110 coins
EVIDENCE A picture of the totals screen (press Z to see it) clearly showing your coin haul for the location.
POINTS 20

1	224	**Lewis Voigtländer-Ford** Milton Keynes
2	223	**David Lent** Leeds
3	210	**Peter Bottomley** Holmes Chapel
4	208	**Dave Every** Ellesmere Port
5	190	**Rex McGee** Trowbridge

SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW



SUMMER OF SAM

While it doesn't allow for much in the way of creativity, *Serious Sam* does cater to the lover of high-volume slaughter. **Show me your highest combo score for any single-player level in *Serious Sam*. I want to see you get at least a 7x combo.** A photograph will suffice, but you may find it easier to video yourself playing. Send it to me by the 15th July to earn yourself **40 points**.



1080° AVALANCHE

GATE EXPECTATIONS

WE WANT Your highest score on the Frosty Shadows Gate Challenge.
THE LAW Must play as one of the boarders available from the start of the game. Default settings apply.
TO QUALIFY 17,500
EVIDENCE Video evidence of your run.
POINTS 25

1	26,500	**Dave Every** Ellesmere Port
2	26,219	**Bryan Docherty** Inverkip
3	25,079	**Andrew Grieve** Rotherham
4	24,699	**Andrew Mills** Dundee
5	24,067	**Tim Osborne** Newcastle Under Lyme

SNOW COMPETITION

WE WANT To see how well you can do on the half pipe.
THE LAW Can be any of the boarders available from the start of the game. Must tackle the half pipe in Trick Attack mode.
TO QUALIFY 30,000
EVIDENCE Video evidence of the run in action.
POINTS 35

1	366,800	**David Lent** Leeds
2	333,300	**Rex McGee** Trowbridge
3	???,???	**Your name here?** Next month
4	???,???	**Your name here?** Next month
5	???,???	**Your name here?** Next month



BILLY HATCHER

EGG ROLL

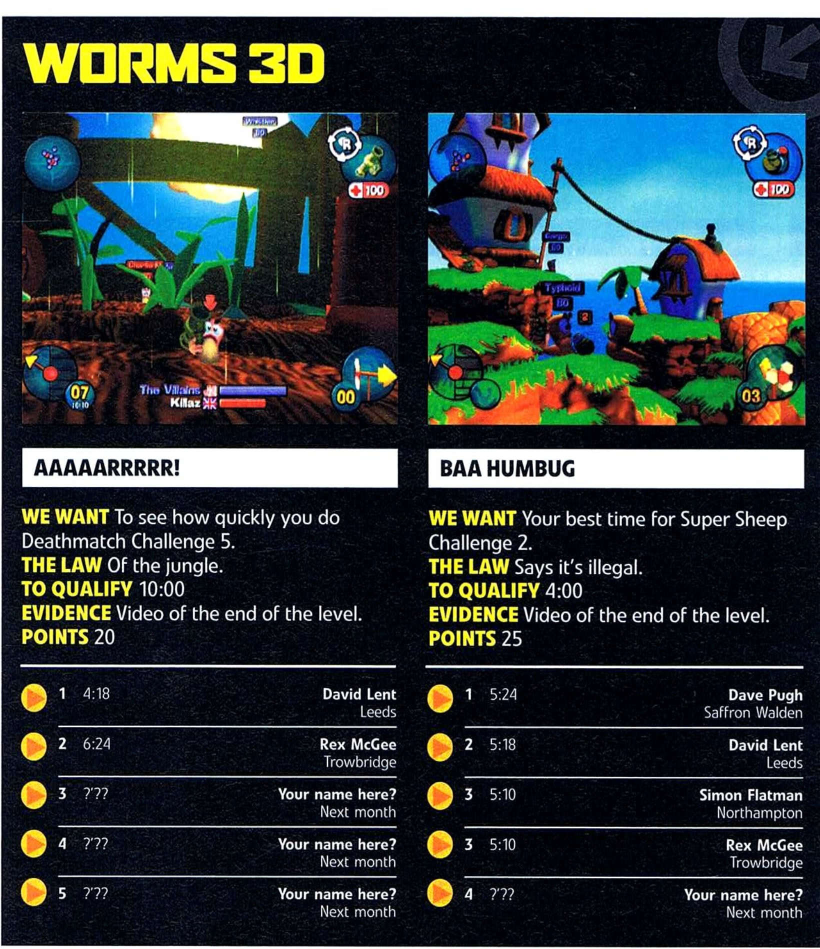
WE WANT Your highest combo kill with one egg roll, (not your highest combo, one roll).
THE LAW Can play as any character, on any level. Can use any old egg you like too. Isn't that nice?
TO QUALIFY 7
EVIDENCE Video of the roll.
POINTS 30

1	99	**Dermot Ryan; Mark Gibson; Rex McGee, Peter Bottomley, Bryan Docherty, Andrew Grieve, Dave Pugh**
2	48	**Dave Every** Ellesmere Port
3	8	**Ewan McKenzie**, Dumfries
4	??	**Your name here?**
5	??	**Your name here?**

EAT CROW

WE WANT Your top time for defeating the 100 crows in mission 3: Dino Mountain .
THE LAW Can use no more than eight eggs. Must play as Billy. Must get an S-rank.
TO QUALIFY 10 minutes
EVIDENCE Full video run so we can see how many eggs you use for the level.
POINTS 30

1	2:21:26	**Peter Bottomley** Holmes Chapel
2	2:22:22	**Rex McGee** Trowbridge
3	2:27:58	**Bryan Docherty** Inverkip
4	2:48:27	**Dave Every** Ellesmere Port
5	2:50:40	**Andrew Grieve** Rotherham



WORMS 3D

AAAAARRRRR!

WE WANT To see how quickly you do Deathmatch Challenge 5.
THE LAW Of the jungle.
TO QUALIFY 10:00
EVIDENCE Video of the end of the level.
POINTS 20

1	4:18	**David Lent** Leeds
2	6:24	**Rex McGee** Trowbridge
3	?:??	**Your name here?** Next month
4	?:??	**Your name here?** Next month
5	?:??	**Your name here?** Next month

BAA HUMBUG

WE WANT Your best time for Super Sheep Challenge 2.
THE LAW Says it's illegal.
TO QUALIFY 4:00
EVIDENCE Video of the end of the level.
POINTS 25

1	5:24	**Dave Pugh** Saffron Walden
2	5:18	**David Lent** Leeds
3	5:10	**Simon Flatman** Northampton
3	5:10	**Rex McGee** Trowbridge
4	?:??	**Your name here?** Next month



FINAL FANTASY CC

DOWN AND OUT

WE WANT You to beat the Orc King (the Mine of Cathurgies boss).
THE LAW Single-player. Must be done on Myrrh Cycle Two. No Phoenix Downs allowed. That aside, anything goes.
TO QUALIFY 3 minutes
EVIDENCE Video.
POINTS 40

1	0'20"	**Dave Every** Ellesmere Port
2	0'56"	**Dominic Stroud** Gloucestershire
3	1'39"	**Chris Bowers** Kent
4	2'05"	**Andrew Grieve** Rotherham
5	??	**Your name here?** Next month

MOOGLE SEARCH

WE WANT You to get as many Moogle stamps as you can.
THE LAW Must be in single-player for full points. If you do it in multiplayer, you'll get the appropriate fraction.
TO QUALIFY 10 stamps
EVIDENCE A snap of your Moogle card.
POINTS 20

1	23	**Dave Every**, Ellesmere Port **Chris Bowers**, Kent
2	15	**M. Heule**, The Netherlands **Simon Flatman**, Northampton
3	14	**Mark Gibson** Dumfries
4	12	**Michael Rothwell** Wallasey
5	10	**A. Campbell**, Elston **Andrew Grieve**, Rotherham

SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

I'M THE BEST

The Best just got even Better…

ZELDA WW



GOING POSTAL

WE WANT You to sort as many letters as you can in the letter-sorting minigame on Dragon Roost Island.
THE LAW No cheating. We *will* spot it.
TO QUALIFY 15
EVIDENCE Full video of your postmastery, so we can gaze awestruck at your skills.
POINTS 30

1	32	**Dave Every** Ellesmere Port
2	31	**David Lent** Leeds
3	30	**Andrew Mills, Simon Flatman, Dominic Stroud**
4	29	**Bryan Docherty** Inverkip
5	28	**Chris Bowers L. Voigtländer-Ford**

PIKMIN



GROWMIN

WE WANT To see how many Pikmin you can sprout in The Final Trial.
THE LAW Of the jungle.
TO QUALIFY 150
EVIDENCE A shot of the final level results screen so we can see how many Min you grew during the level. Make sure it's a clear one.
POINTS 30

1	299	**Michael Harvey** Ellesmere Port
2	228	**Dave Every** Ellesmere Port
3	206	**Dermot Ryan** Mullingar
4	199	**Steve Brooks** Broughton Astley
5	197	**Dave Pugh** Saffron Walden



CASH CROP

Where there's muck, there's brass…

We want you to have at least 10,000G spare by the end of year one in *Harvest Moon: A Wonderful Life*. Everyone who does it will get 15 points, and the highest earner will get 15 more. Send us a shot of your data screen by the 15th July as proof.



ENTRY FORM



Name ....
....
....

Address ....
....
....
....
....
....
....
....
....

Postcode ....

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Defaced or illegible papers will be disqualified and burned in the furnaces of Hell, *pour encourager les autres.*

SUPER SMASH BROS MELEE
- ❑ KIRBY'S REVENGE ....
- ❑ ROCK ME ....

TIMESPLITTERS 2
- ❑ BRICKATHON ....
- ❑ IRREPRESSIBLE! ....

SSX 3
- ❑ MILLIONAIRE ....
- ❑ WITH JAM ON ....

MARIO PARTY 5
- ❑ PANIC STATIONS ....
- ❑ JUMP! JUMP! ....

KIRBY AIR RIDE
- ❑ STRAIGHT RACE ....
- ❑ DEEP BREATHS ....

1080° AVALANCHE
- ❑ GATE EXPECTATIONS ....
- ❑ SNOW COMP. ....

BILLY HATCHER
- ❑ EGG ROLL ....
- ❑ DINO BUNDLE ....

WORMS 3D
- ❑ AAAARRRRR! ....
- ❑ BAA HUMBUG ....

METAL GEAR: TWIN SNAKES
- ❑ WOOOAH NELLY! ....

SONIC HEROES
- ❑ MISSION POSSIBLE ....

MARIO KART
- ❑ DESERT DRAG ....

SUPER MARIO SUNSHINE
- ❑ SOLID GOLD ....

ZELDA WIND WAKER
- ❑ GOING POSTAL ....

PIKMIN
- ❑ GROWMIN ....

FINAL FANTASY CC
- ❑ DOWN AND OUT ....
- ❑ MOOGLE SEARCH ....

SEND YOUR ENTRIES TO… I'M THE BEST, **NGC** MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

THE LEADERBOARD

WHERE ARE YOU NOW?…



1	**Rex McGee** Trowbridge	4504.04pts
2	**Steve Brooks** Broughton Astley	2770.05pts
3	**Dave Pugh** Saffron Walden	2599.04pts
4	**Dave Every** Ellesmere Port	2459.04pts
5	**Andrew Grieve** Rotherham	2389.04pts
6	**Bryan Docherty** Inverkip	2278.03pts
7	**Peter Bottomley** Cheshire	1978.03pts
8	**Andrew Mills** Dundee	1773.03pts
9	**Rob Jones** Poole	1747.02pts
10	**Dermot Ryan** Mullingar	1603.03pts
11	**Ewan McKenzie** Dumfries	1591.01pts
12	**Chris "plasticcoated" Fletcher** Stockport	1557.02pts
13	**Martijn Heule** The Netherlands	1552.02pts
14	**Michael Rothwell** Wallasey	1547.02pts
15	**Phil Hughes** Cheshire	1527.02pts
16	**Lewis Voigtländer-Ford** Milton Keynes	1400pts
17	**Dominic Stroud** Gloucester	1302.02pts
18	**David Lent** Leeds	1120pts
19	**Mark Gibson** Dumfries	961.01pts
20	**Simon Mason** West Parley	691.01pts
21	**Michael Seaward** Stanley	626.01pts
22	**Dean Hailstone** Jarrow	562.02pts
23	**Barry Lewis** Dairsie	560pts
24	**Ben Bryce** Worthing	556.01pts
25	**Adam Pollard** Dorset	535pts
26	**Christoffer Lindgren** Sweden	526.01pts
27	**Eskil Vestre** Norway	500pts
28	**Andreas Nakkerud** Norway	490pts
29	**Scott Littlewood** Norwich	445pts
30	**David Williamson** Bathgate	440pts
31	**Steven Limm** Tamworth	436.01pts
32	**Daniel Sneddon** Bingley	401.01pts
33	**Gordon Yeung** Cardiff	386.01pts
34	**Josh Jones** Barnstaple	380pts
35	**Alasdair Campbell** Elston	335pts
36	**Andrew McGrae** Southport	330pts
37	**Gareth Brownlow** Kilrea	325pts
38	**Mr S** Aberdare	315pts
39	**Mark Puddifoot** Swindon	280pts
40	**Toby Lynch** London	260pts
41	**Michael Robinson** Cumbria	256.01pts
42	**Tim Osborne** Newcastle-under-Lyme	255pts
43	**Thomas Cox** Birchington, **Josh Symons** Bristol	240pts
44	**Banjo-Fella, Sam Rogerson** Milton Keynes	235pts
45	**Hollie Eggleton** Trowbridge	230pts
46	**Julia McClay** Langley Middleton **Jason Leverett** Great Yarmouth	220pts
47	**Harold Rooney-Nugent** London, **David McDonald** Warwick	215pts
48	**James "Yellow Dart" Walker** Worthing	205pts
49	**Andy Whittle** Leigh	191.01pts
50	**Ian Steadman** Farnham Common	206.01pts
51	**David Gruber** Norwich	200pts
52	**Josh Ryan** Dursley, **Simon Flatman** Northampton	190pts
53	**Janne Kaitila** Finland, **Paul Gibb** Cheltenham	185pts
54	**Lee Graham** Bristol, **Robert Woodward** The Wirral	180pts
55	**Michael Harvey** Ellesmere Port, **Tony Pang** Orpington	170pts
56	**Matthew Woof** Leamington Spa, **Luke Ingle** Huntingdon, **Chris Bowers** Kent	165pts
57	**Daniel Livings** Watford, **Norman Glover** Cleveland,	160pts
58	**Adam Weston** Ballycranbeg	150pts
58	**Angelos Perlegkas** Athens	145pts

Each month, the totals will be totted up and balances displayed in the Big Table™. The top five spots at the end win goodies – Numero Uno gets not only planet-wide admiration, but hard material goods. We keep track of every entrant's scores, so you can boost your points each month and move onto or up the list. Send us your entry today!



PHOTOGRAPHS

1. Use a fast film (200 or 400 ASA).
2. If you're using a digicam then use a slower shutter speed.
3. Turn off the camera's flash (or cover it up) and draw the curtains.

PLEASE NOTE: Any doubts over the legality of your entry will lead to instant disqualification.

VIDEO TAPES

1. Plug the Gamecube TV lead into the Signal In socket of your video.
2. Connect the Signal Out socket on your video to your TV.
3. Find a spare channel on the video and search for the signal.
4. After recording the challenge, rewind the tape. We can't return tapes, sorry.

HEY! IT'S THE RETURN OF...

GAME ON!

NGC READER CHALLENGES


What's short, snappy and guaranteed to bring you heaps of fun? A Game On challenge, that's what. And we've a smart quartet this month, provided (as ever) by **NGC** readers who've got their game well and truly on.

If you've got a challenge that you think cuts the mustard, send it in to us at the usual address. The sender of the best challenge each issue will receive a Precious Thing.

LOTR: THE RETURN OF THE KING





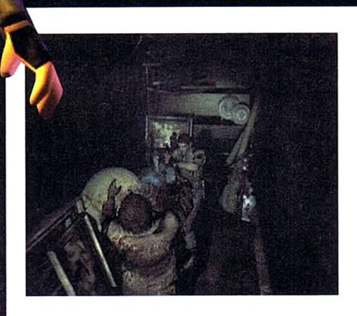
JOIN MY CLUB

Adam Gallacher, Glasgow

Here's a way to slaughter orcs without getting your own hands dirty. With any character, on the Southern Gate level, 'introduce yourself' to the club-toting cave troll, but don't kill him. Instead, trying not to get hurt yourself, lure the orcs towards you and try to steer them at the troll, who will promptly smack them about for you. **See how many orcs the cave troll kills on your behalf.** You're allowed to parry attacks, but not to make any offensive moves yourself, nor are you allowed to pick up any health. Adam's given you one last tip – it only takes one troll-swipe to kill basic orcs, whereas anything beefier takes two.

ORCS  6  4  2

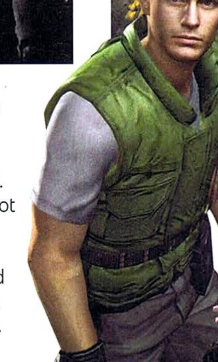
RESIDENT EVIL




ZOMBIE STOMP

Michael Rothwell, Wallasey

A simple one, this: **using the combat knife as your only weapon, see how many zombies you can kill**. Re-kill. Whatever. Although you're not allowed to use any other weapons, Michael says that you can use all the herbs and first-aid sprays you like. That should help you out for a bit.



ZOMBIES  3  2 1



ZELDA: THE WIND WAKER



HEART ATTACK

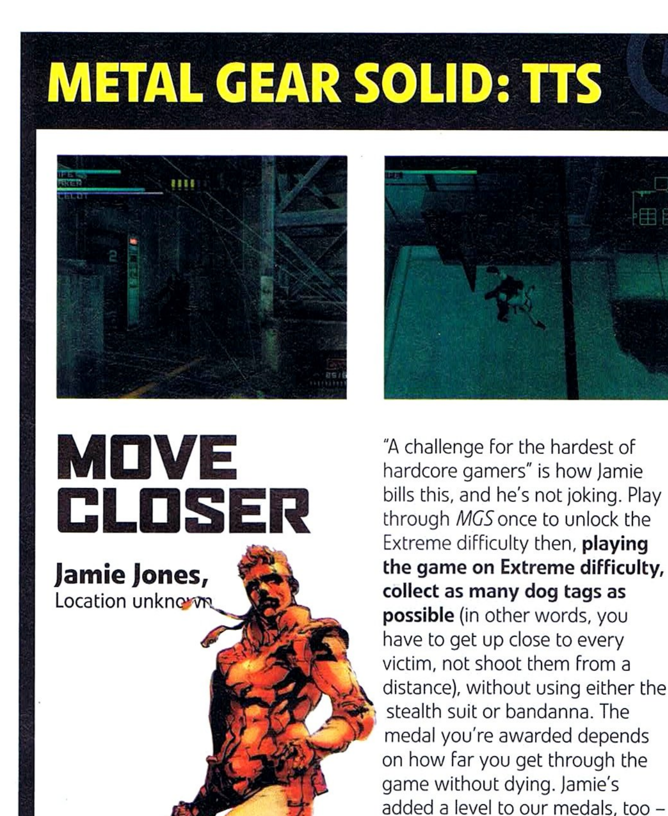
Chris Gilman, Manchester

Despite all the kerfuffle about the forthcoming 'realistic Link', we've got a soft spot for the cel-shaded little fella. Chris clearly isn't quite so fond of him, because he's going to get the pointy-eared star beaten up.

Here's the challenge: head over to Shark Island and fall down the hidden hole. **Now, using only your sword, kill all the enemies losing as little health as possible.** You can't use magic armour or healing items, and be careful not to pick any hearts up off the floor while you're fighting.

HEARTS 0–2 | 2–6 | 6+

METAL GEAR SOLID: TTS



MOVE CLOSER

Jamie Jones, Location unknown

"A challenge for the hardest of hardcore gamers" is how Jamie bills this, and he's not joking. Play through *MGS* once to unlock the Extreme difficulty then, **playing the game on Extreme difficulty, collect as many dog tags as possible** (in other words, you have to get up close to every victim, not shoot them from a distance), without using either the stealth suit or bandanna. The medal you're awarded depends on how far you get through the game without dying. Jamie's added a level to our medals, too – he says completing the game entitles you to a platinum one.

REACH LIQUID BATTLE 2 | METAL GEAR REX | SNIPER WOLF





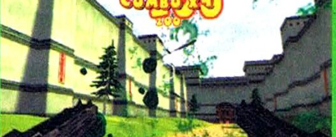
NOW IT'S YOUR TURN…

Have you discovered a weird and wonderful new way to play Nintendo games? Can you sum it all up in about 100 words? If you have a challenge you'd like to share with other NGC readers, then we want to hear about it. Jot down a quick explanation of what you've got to do on a piece of paper, set three suitable levels of achievement for gold, silver and bronze medals, stick it in an envelope, and send it to…

GAME ON, NGC Magazine, 30 Monmouth Street, Bath BA1 2BW. Or email ngc@futurenet.co.uk, with Game On as the subject line.

We'll take challenges for absolutely any title on the good ol' Gamecube, but this month we're particularly interested in…

POKÉMON COLOSSEUM



SERIOUS SAM



GOBLIN COMMANDER



SONIC HEROES

THE BEST GET PRINTED RIGHT HERE, AND OUR FAVOURITE CHALLENGE WILL WIN A SHINY NEW GAMECUBE GAME. DEAL?

30 MONMOUTH STREET/BATH/BA1 2BW

MAILBOX

EMAIL US!

Got something to say? Run out of stamps? Guards won't let you near a pen? Then log on to the interweb and 'get' us 'at'...

ngc@futurenet.co.uk

Include your *name and address* so we know who to credit the letter to. Do it! Do it! Do it now!



STAR LETTER

The winner of the Star Letter receives a bundle of gaming gear courtesy of Joytech, incorporating two Advanced Controllers, a gold-plated RGB Scart cable, an 8Mb memory card and a GC/GBA link cable. Mint!

'Surprised'

I know that Nintendo is not exactly famous for its advertising, so I can say that I was surprised to find this advertisement in my local newsaper. I like it – funny!
Robin Kuipers, Netherlands

***Oh my word, the thought of that kind of pain brings tears to my eyes. Why don't we get ads like this in the UK?* Ed**







'Beautiful ladies'

Nintendo DS: what have Nintendo done? I have no doubt that the quality of the console is of the highest standard but will people buy it?

The first thing that most people look at when choosing a console is the design. Nintendo DS looks large and uncomfortable whereas PSP looks slim, modern and streamlined. Now, many may argue that design is not what matters and the reason DS is bigger than PSP is because of the touch screen capabilities, but this would be a stupid thing to say.

It appears that Nintendo may well depend on the touch screen to sell DS whereas the thing that would have sold more would have been superior graphics, which PSP has.

I have worries that DS could be a big loss for Nintendo. Furthermore, having read about the use of the touch screen in the game *Metroid: Hunters*, it would seem that the touch screen would be awkward to use as holding the console would be hard. All of these comments prove that at E3, what counts is not how much space you've got or how many beautiful ladies you have in the crowd but is in fact your developments. Who cares how big the screen displaying the development is if the development itself is rubbish?
Samuel Hinkley, Chatham

***Actually, DS isn't bigger than PSP, but anyway... The reason Nintendo made DS is because they want to move away from machines that play the same old games with slightly better graphics. If having the best quality display was the most important factor, Game Boy would never have been a success and PC games would be far more popular than console titles. And as for depending on the touch screen to sell the console: isn't that the whole point?* Ed**

'Gollum syndrome'

I've been reading your magazine for about a year now, and there's something about it that never ceases to puzzle me. In previews, reviews and other articles the writer constantly refers to him/herself as "we", although it's almost always only one person credited at the bottom of the text. In fact, the only time I've ever seen more than one person credited for a review was in the *Phantasy Star Online III* review. Why? Does everyone in the writing team settle down around the same game until it's beaten into dust? Surely that would be a very ineffective way of writing. Or does the **NGC** team simply suffer from 'Gollum syndrome'?
Emil Øversveen, Norway

***Nothing of the sort, my precious.* Ed**

Bonus Letters

Maybe someone on the mag watches children's programmes.
Andre Morello, via email
***World Of Pain is not a kids' show.* Ed**

Wouldn't it be great if there was a Metroid bonus disc, like with the Zelda Collectors' Edition disc.
Aranpreet Bhangal, Slough
***Absolutely.* Ed**

There is no possible way I could win now.
Jack Halpin, via email
***Don't give up, pal. I'm right here.* Ed**

HAHAHA PFEH synthetic golden eyeball JESUS CHRIST more like Goldmember than GE2... ROFL
Danny Rafferty, via email
***Erm... LMAO?* Ed**

Kortez rule.
Chris Horner, Co Antrim
***Rock on, dude. Catch us at the Bristol Bike Fest on 19th July.* Paul**

Sometimes I just get the urge to whip it out.
Thomas South, Halesowen
***Fight that urge! Be strong like Mario!* Ed**

'Launch day'

As a loyal Nintendohead I trust that N5 will be the most enjoyable and original piece of gaming hardware to ever be released. I will buy one on launch day, then complain for the rest of the console's shelf life about the fall in cost.
Adam Staff, Bognor

***The N-what?* Ed**

'Certain death'

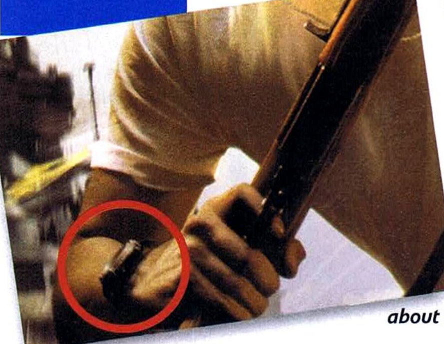
This has always bothered me, and I'm just gonna come right out with it. In *James Bond 007: Everything or Nothing*, the bad guy's henchman is Jaws, but at the end of Moonraker we clearly see that Jaws, and his girlfriend, save Bond from almost certain death on the space station. The game is obviously after the Moonraker mission, so why the heck is Jaws on Bond's back again? Surely he would have given up his assassination work and moved on, with his girlfriend.
Robin Hercock, Farnborough

***Yeah, Jaws, you miserable old git – stop hassling Bond and get a proper job.* Ed**

'Watches first'

In response to Lucy Toner's letter in the May 2004 issue, the man is wearing a US Navy-issue chronograph of the kind issued to US Navy and Marine Corps personnel during WW2. Also, digital watches first appeared in the early '70s, not the '80s, as Lucy Toner seems to believe.
M L Sanders, Manchester

***We thank you. But you know far too much about wristwatches.* Ed**





HONOURABLE MENTIONS
Thanks to everyone who wrote in this month, including (but not limited to): Jack Parker, Rhyl; Alex Hopkins, Shepperton; Lewis Harvey, via email; Lewis Voigtländer-Ford, Milton Keynes; Adam Toulson, Crowborough; Edward Harris, France; James Stock, Norwich; Razeque Talukdar, Southampton; Dan Burn Webster, Welling; Adam Cafolla, Ireland; James South, Halesowen; Lewis Miller, via email; Marco van den Boogaard, Netherlands; Bent Eigil Sumelius, Norway; Tom Laverack, via email; Alex Catena, Aylesbury; Martyn de Weert, probably from the Netherlands; Sean McGuire, Amersham; Nicky Dykes, Glasgow; Stephen Dudley,

Doubting DS, going Dutch, and churning brains

'I churned'

I was doodling recently and I churned this out of my brain. What does Link do when he's not battling evil..?
Matt Wyles, Hove

Is he licking the controller because he forgot to insert a game cartridge? Ed



'Disturbing'

While reading issue 94 on the 15th of May I noticed a number of disturbing things:
1) In the *Wind Waker 2* Ideas Factory you wrote that it would probably be cel-shaded when nintendo.co.uk already confirmed the next Zelda would be a realistic game.
2) You showed a picture of your weird DS in the Most Wanted section and said it would possibly be the last time we'll see it, but nintendo.co.uk already showed the new… *(Snip! Ed)*
Anton-Jari Desai-Paulden, Bristol

Sadly our time machine ran out of batteries when we were making issue 94. Ed

'Geraint psychic'

Is Geraint psychic or something? The first three words of one of the columns of his *PSOIII* review were "Phantasy Star universe". And what do Sega go and announce at E3? *Phantasy Star Universe*. Give that man a raise.
Pierre Hyde, Welwyn Garden City

Remarkable – we could have done with those psychic abilities in issue 94. Ed

'Bears a slight'

Don't you think that Carter, the archaeologist in *Harvest Moon*, bears a slight resemblence to Bargain Hunt's very own David Dickinson? No doubt he's at the dig site looking for something worth selling on his show. And maybe Vesta, the lady farmer, is trying to look like Charlie Dimmock. As great a game as *Harvest Moon* is, I think a beef burger maker should have been included. It would have been a useful tool once your cows are past it.
Marc Miles, via email

Why stop at burgers? How about a tannery and a glue factory too? Ed

Bonus Letters

MGS is not just a game but a path, a guidance to life. All it needs is a bit more work and hey presto you've got a whole new holy book.
Abdul Hale, Walsall
"Snake? Snaaaake!" The Book of Snake, chapter 28 verse 6

Just imagining the possible fun makes me drunk with happiness.
Marty Cowan, Isle of Man
Hic. Ed

Why does PS2 do so much better than Gamecube? Well let's look at Issue 93's front page.
Matt Pill, via email
Hey, it's not our fault. Ed

The *Zelda* trailer sent me into ecstasies of joy. Link's well-defined, handsome, realistic features left me with a smile pasted all over my adolescent face, and a feeling of happiness that has yet to fully deflate.
David Sugarman, Shrewsbury
You should have seen what it did to the crowd at E3. Ed

But by that time, we'll all be singing its praises
Dean Potts, via email
Singing, shouting – we'll do it all. Ed

Do you think Shigsy ever thinks about what I'm saying?
Jordan Helm, Middlesbrough
First thing in the morning and last thing at night. Ed

Two screens? Why not four?
Martin Kirton, via email
Exactly. Ed

'Retro fun'



Everyone loves to pull out the old Famicom or the SNES for a bit of retro fun, but my N64 hasn't seen the light of day for years. N64 was, and in some cases still is, the best console ever made, so why has it fallen into disuse? Let's take *Lylat Wars* for example. It's only six years old, and I still know people who think it's the best game ever made. I played it just the other day, and it looks very outdated. I had to use the tutorial to get myself used to the fiddly controls, and it wasn't long before I stopped playing because Falco was really starting to bug me. We have been spoiled by the Gamecube's top graphics and gameplay. But the Gamecube is two years old now, and with the next console looming over the horizon, will the GC take the same route? And how many people will be bothered to take the next step?
Joe Lawrence, via email

I suppose developers were trying to create the kind of richly detailed look on the N64 that has now been realised with the current generation of consoles. Nobody is making super-sharp 2D games any more, so the Famicom and SNES seem 'retro' rather than 'dated', quaint throwbacks to a previous era. Naturally, N64 games don't look that hot these days, but take the time to get used to the lower resolution graphics again and you'll find that outstanding games such as* Lylat Wars, Ocarina of Time, Perfect Dark *and* Mario 64 *are the equal of any current titles. Ed

'What it means'

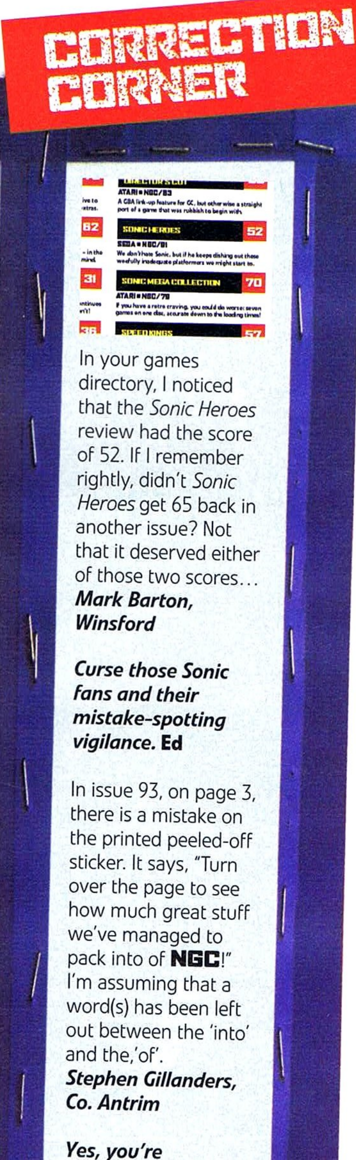
I was reading a review for the utterly rubbish *Goblin Commander* and you kept using the abbreviation RTS and I had no idea what the heck it meant. I'm sure some other people must have difficulties understanding what it meant. Also in your *Pokemon Colosseum* review you were saying NPC's a lot. I know it's something to do with computer-controlled characters but I don't know what it means, so I was thinking you could maybe add a glossary to the beginning of your reviews or something. Hope you can do it.
Daniel Scott, Perth

The two you mention stand for Real-Time Strategy and Non-Player Character. Maybe we'll run a glossary if anyone can think of any more confusing abbreviations. Ed

'Starve it'

In this world that we live in, where gelled hair and rat-like dogs are all the rage, I thought that you, yes you Sonic-hating people at **NGC** could stop yourselves from giving in to this low-fat, let's-all-be-pale-and-skinny lifestyle.

CORRECTION CORNER



In your games directory, I noticed that the *Sonic Heroes* review had the score of 52. If I remember rightly, didn't *Sonic Heroes* get 65 back in another issue? Not that it deserved either of those two scores…
Mark Barton, Winsford

Curse those Sonic fans and their mistake-spotting vigilance. Ed

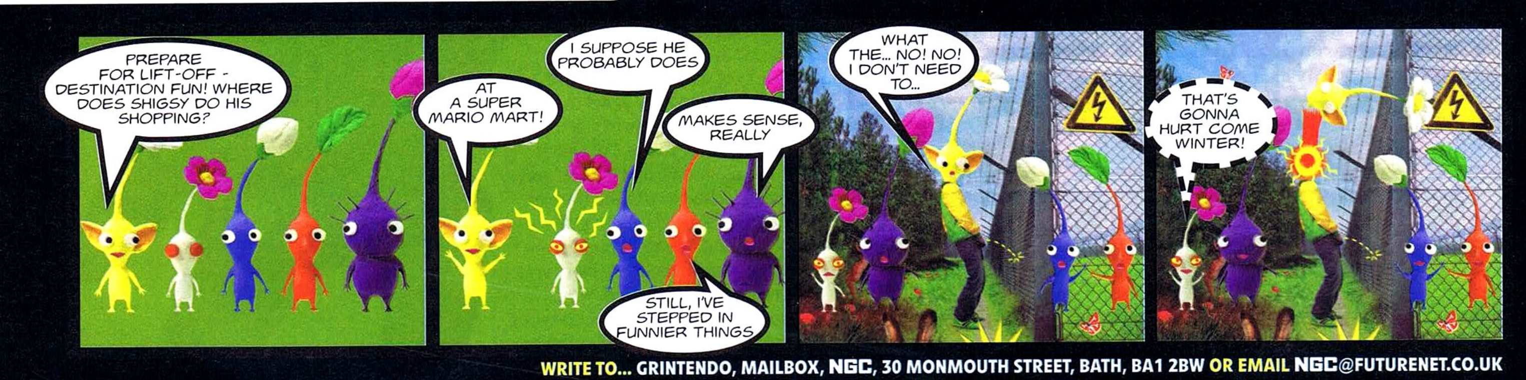
In issue 93, on page 3, there is a mistake on the printed peeled-off sticker. It says, "Turn over the page to see how much great stuff we've managed to pack into of **NGC**!" I'm assuming that a word(s) has been left out between the 'into' and the 'of'.
Stephen Gillanders, Co. Antrim

Yes, you're absolutely. Ed

via email; Joshua Jasper, Leicester; Kez Simpson, via email; Daniel Cohen, London; Charlie Bogard, Bramber; Sam Rose, Bingham; James Bovington, via email; Edmund King, London; Callum Calvert, Windsor; Josh Carrington, Bletchley; Oliver Keable, via email; Timothy Dallas, via email; Ciaran Milner, Coventry; Aaron Ayling, Macclesfield; Niall Lovatt, Warwick; Scott Reid, via email; Daniel Lin, Leicester; Michael O'Brien, Belfast; Jonathan Graham, Closeburn; Roger 'Metroid' Southgate, FIFA HQ; Ross Fuller, Clevedon; Alex Hopkins, Shepperton; Matthew Rudman, Gimingham; Alex Dudok de Wit, via email; Lucy-Jane Preston, Gloucester; David Yarrow, Oxfordshire; and many more. All the best, folks!

GrinTendo!

SEND US YOUR NINTENDO JOKES! MAKE THEM GOOD AND YOU WIN A GAME. BUT IF MR WHITE FAILS TO SEE THE FUNNY SIDE, THE YELLOW PIKMIN DIES. HORRIBLY.
THIS MONTH: 'OBSERVATION' BY ARTHUR PLANT



WRITE TO... GRINTENDO, MAILBOX, NGC, 30 MONMOUTH STREET, BATH, BA1 2BW OR EMAIL NGC@FUTURENET.CO.UK

But is it me or is issue 92 a fair bit slimmer than its more beefy predecessors? (it's not me, that was a rhetorical question). My only other question is why? Did you starve it for a few weeks, thinking it would look cooler, or did someone down at printing just screw up and you couldn't be bothered to fix it? (I hope you gave him a raise). I hope you think about your actions as for all you know someone right now could be throwing up their Marks & Spencer lunch thanks to your input of schizophrenia.

PS note to Geraint: eating memory cards will not make up for those McDonalds thrown in the bin and biscuits hidden under Beyblade and Batman games. Shame on you.

Tom Bryan, Birmingham

Riiight. So does that mean you like the new 'portable' look or not? Ed

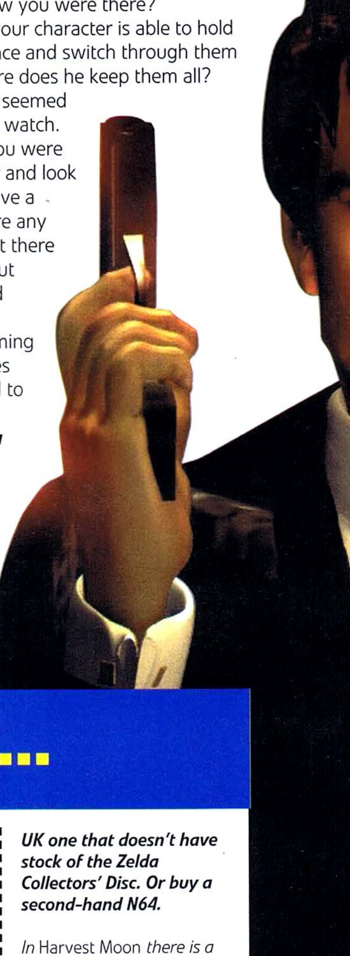
'Shoot a man'

First-person shooters aren't as realistic as you might think. Graphically they are, but that's the only part that is. You shoot a man in the chest, he then holds his chest briefly and carries on shooting you as though nothing happened. Is that realistic? In real life, if you were to be hiding and then shoot a guard with a sniper rifle, would the other guards suddenly turn and shoot at you as though they knew you were there?

And how come your character is able to hold so many guns at once and switch through them really quickly? Where does he keep them all? In *GoldenEye*, Bond seemed to store them in his watch. And how come if you were to stand in a corner and look down, you don't have a body? So if there are any Nintendo Haters out there who talk badly about our Mario Karts and our Zeldas being unrealistic and claiming that their FPS games are, then they need to be put straight.

David Morrish, via email

Well, that's told 'em. Ed





SO TELL ME THIS...

Adventure. Excitement. A Jedi craves not these things.

I'm a former reader (from issue 16 of N64 to the third issue of the old look **NGC***) trying to make his way home to* **NGC***, but to do so a few issues must be addressed:*
1. What happened to Worldy Bloke and who replaced him with the current cutie?
2. Does Paul still surf in the grease that is the English Channel?
3. What happened to the game prices in the games directory?
Colum Peel, Northern Ireland

1. Worldy Bloke developed a serious Tetris problem and is still in rehab. We found Enjiki hanging around outside the Wil Overton Fan Club offices.
2. Yes, the odd bout of dysentery never stops a dedicated surfer.
3. Never mind the game prices – what's happened to half the games?

I seem to remember Shigsy made a brief appearance in England at some point. Is there any chance of him returning and heading north of the border?
F Hyslop, somewhere north of the border

Two chances: slim and none. And's slim's out of town. If the Motes ever returns he won't venture outside London.

1. What are the advantages of using the GC-GBA link connection in Final Fantasy: Crystal Chronicles*?*
2. Is the Wavebird any good?
3. Is there any possibility of being able to get Zelda Majora's Mask without having to buy a new Gamecube?
Edward Harris, France

1. You can't play multiplayer without it.
2. Yes.
3. Since you're in France, use the French Stars Catalogue – it's only the UK one that doesn't have stock of the Zelda Collectors' Disc. Or buy a second-hand N64.

In Harvest Moon *there is a small shed near the large planting area that will not open. Does this building act as something useful later on or is it just a glitch, a ghost shed that was not supposed to appear in the finished game?*
Daniel Hindle, Bury

Apparently it was going to be the horse's shed until they decided to keep the horse with the other animals. It's of no use in the game. Correct me if I'm wrong, folks.



BONUS!

- More gory Resident Evil action
- Great Mario Golf Toadstool Tour tips
- Essential Animal Crossing knowledge
- Mario vs Donkey Kong reviewed

Magazine contents subject to change – but hey, that's life, baby.

Don't settle for second best. Get NGC INDEPENDENT NINTENDO GAMING

On sale: Weds 14th July

PROPHESYING THE NEWS OF TOMORROW WITH REAL-LIFE FUTUROLOGY

MADAME GREENER *Predicts...*

Looking into the future through crossed eyes...

THIS MONTH: WHAT WILL FEATURE IN THE NEW ZELDA?

The awesome-o-meter packed in entirely when Nintendo chose E3 to trot out the realistic *Zelda* that rabid internet forum users have been panting for. We know it's got a horse, a field, a forest and a rather angry fiery bloke. But what else? Let's learn with fortune cookie!

Bravo! You are solving problems in no time.

1 In the past, Link has somersaulted around time periods like some crazy time acrobat. But he's rarely *stopped* time completely. This cookie wisdom hints strongly at Link freezing time to solve puzzles in the dungeons. Trust us!

You will lead a long life.

You will lead a long life.

2 The "You will lead a long life" slip came up twice, which scores very highly on our meaningfulness meter. Link's all grown up in the new *Zelda* – something that Shigsy gave special stress in his E3 micro-speech – which surely means he'll risk bumping into the adult Link from *The Ocarina of Time*, who's scampering around in the same time period. Could the cookies be claiming that *both* Links will appear in the game? Could you even get to swap control between the two of them? Brain hurt.

Pleasant Surprise! Your sixth sense did not fail you.

An unexpected event will soon bring you joy

3 Sixth sense, eh? Pleasant surprise? All the snack-based signs point to a welcome return for *Ocarina of Time's* fairy helper, Navi. Link was searching for Navi at the start of *Majora's Mask* – we reckon he'll finally find her in the new *Zelda*. And we'll drag in the "Unexpected event will bring you joy" prophecy ticket to support this theory, thanks very much.

You will fluke a direct hit.

4 *Ocarina of Time's* target-fixing combat system was a revolution. But "fluking a direct hit" suggests Shigsy's going to shake up the controls and make you work harder to smash up the enemy at speed.

Great! You have an open ear for any tidings

5 "You have an open ear for any tidings." *Zelda* has used sound ingeniously before – guiding Link through Kokiri Forest with the sound of distant music, for example. The cookies say: sound will play a big part in The Big New Zelda. Perhaps after three games' worth of musical performance, Link will have to *listen* to music somehow. This is what we're extrapolating from the words 'open' and 'ear' here.

Wisdom is a good purchase though we will pay dear for it.

You are strong and will be able to master all your tasks.

Super, the way you handle a difficult situation.

You are extremely disciplined and deserve a big accolade today

6 The other bits of predict-o-paper all forecast a bigger, tougher adventure than ever before. Difficult situations, the need to be strong and disciplined... and having to 'pay dear' for wisdom. Could real harm come to the Princess this time? Could she – gasp – die? Nah.

Love does not realise work.

7 No idea.

AND THE PREDICTIONS...

- Link dusts off his time-meddling skills, stopping time to solve certain puzzles.
- Much time paradoxing and confusement as new Link meets *Ocarina of Time* Link.
- Hey! Our favourite jingling fairy, Navi, returns to hover over Link's shoulder and 'help out'.
- A new control system that makes combat more involving. Analogue stick to swing sword?
- The most 'mature' *Zelda* yet. Big, tough, and with at least one truly heart-wrenching twist.

Madame Greener's ridiculous ideas will be checked by an independent adjudicator in NGC/97.

PREDICTION RESULTS

In NGC/93, Madame Greener summoned the power of tarot to second-guess Nintendo's E3. Let's see how the grumpy hag did.



1. *"Nintendo DS: global launch dates plus a focus on some big shooting and strategy games."* No exact dates. But *Metroid Prime Hunters* turns out to be a shooter – nice! 1/2



2. *"Big developers – Capcom? Sega? – to pull away from The Big N towards Microsoft or Sony."* Third parties fell over themselves to kiss and hug DS. 0



3. *"Few games we haven't heard of: Nintendo to save the big unveilings for later in the year."* AWESOME realistic *Zelda* = reasonably big unveiling. 0



4. *"At least one big new puzzle game to be revealed, possibly designed by Miyamoto himself."* The only puzzle was why he only spoke for ten seconds. 0



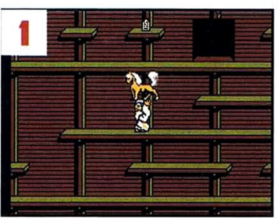
5. *"Nine new Kirby games to be announced across all Nintendo platforms. The tarot's spoken!"* One Kirby game on GBA. 0



Madame Greener is now using her tarot card pack as toilet paper.

TOP 10: NES NO-NOS

The games we don't want to see resurrected on GBA, thanks.



1 BIBLE ADVENTURES

Play as the tree-climbing, ox-lifting Noah; wonder why Noah bothered saving the squirrels as they pelt you with nuts in 'David and Goliath'; and carry baby Moses to safety past those evil biblical spiders. Lacks crucial Jesus cameo.



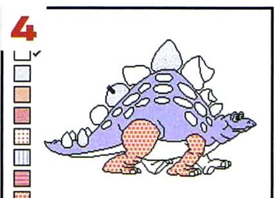
2 BACK TO THE FUTURE

You remember the film – Marty McFly running along a road, collecting clocks while avoiding tyres, patches of oil, bees and hula-hooping girls who throw stuff about. Little Michael J Fox would sue, if only he were tall enough to reach the 'phone.



3 BARBIE

Barbie loves reading about mermaids before bed. So much so, she ends up dreaming about tennis bats and parrots, and endless levels of robot-walk platforming. Barbie also loves to give you the scares with her sinister rotating eyes.



4 COLOUR A DINOSAUR

A game where you colour a dinosaur. Yes.



5 DAYS OF THUNDER

Round and round. Round and round and round and round. Based on the dreadful NASCAR-based Tom Cruise flick, it's – get this – an *on-rails* racing game on oval tracks. The little Cruiser would sue, if only… ah, we've done that.



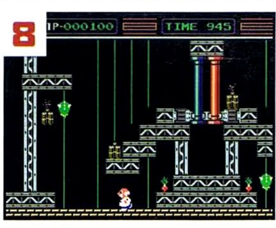
6 HATRIS

Tetris creator Alexey Pajitnov has nightmares at night about creating a surreal follow-up to his classic block-tumbler, where baseball caps and top hats fall onto clones of his own dismembered head. Then he wakes up and realises *it wasn't a dream at all.*



7 DR MARIO

Shigsy loves this one. We'd like to see it sealed in concrete and loaded into a big machine that drills down to the earth's core. Lining up double-coloured pills is as much fun as waking up in the morning. Already re-released in Japan: keep it away from us.



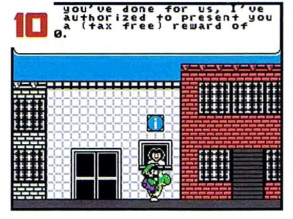
8 GYROMITE

No chance of this unless Nintendo trot out a mini ROB The Robot add-on for GBA. Shame really, as it means missing out on a marathon of up-down dynamite-defusing boredom, starring a lab professor with all the personality of a roof slate.



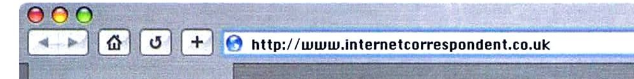
9 MUPPET ADVENTURE

Kermit the Frog on a raft! Fozzie Bear lost in a maze of ice-creams! It's chaos, we tell you! Gonzo's 'Space Ride' caused a tickle of excitement which turned out to be a 'funny tummy'. Big Jim Henson would sue, if only he weren't dead.



10 MARIO IS MISSING

Befuddling educational mess, using the visuals from *Super Mario World* to fool kids into filling their minds with dry geographical and historical facts. The reason why Luigi wasn't allowed to star in a game again for ten years.



YOUR INTERNET CORRESPONDENT

The best of the 'net several weeks after it happens.

• Part four of Alexander Leon's Mario Bros flash tragedy, which we bigged up in NGC/93, is now live. It's got something for everyone – armies of Toads for the fans, armies of mashed Toads for the other 59 million of us.
> http://www.google.com/search?q=mario+part+IV

• Pacmanhattan. It's Pac-Man – on the streets of Manhattan. Part of a clearly valuable New York University study, it involves people running around the Big Apple dressed as Pac and his four spirit rivals, while their positions are updated on a Pac-Man maze in a central control room. Confused? Put it this way: it's ten times simpler than getting Pac-Man Vs up and running.
> www.pacmanhattan.com

• Are you reading this copy of NGC in 1988, having received it as a gift from a time-travelling friend? Then you'll love Joel Yliluoma's NES game password generator. Now you can finally finish Mega Man 2 – once you've waited a decade or so for the Internet to be invented. And Joel is still scratching his head over Mega Man 4. And 5. And, indeed, 6.
> bisqwit.iki.fi/jutut/gamecodes/

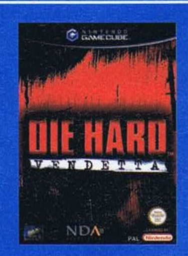
• Gameboyzz Orchestra Project is "an experimental sound-visual project [using] the Game Boy as a music instrument." Bleep-blork tunes, and a picture of one of the band members with his head stuck down a hole. It's 'art', see.
> http://gameboyzz.terra.pl/info.htm

• The Game Boy Camera remains Nintendo's coolest thing ever (until they make a four-screen handheld, anyway). Black-and-white pictures only, though. Right? Wrong. David Friedman uses science to take colour photos. Or at least he did back in 1991, and only got as far as a pic of a Rice Krispies box. He clearly knew too much.
> http://www.ruleofthirds.com/gameboy/
>
//got a link?//
Got a Nintendo-related link for Your Internet Correspondent? Email it to ngcyic@hotmail.com



THE MAKING OF...

DIE HARD VENDETTA



ngc00.boxes.diehd_ven.jpg



Copshop development sketch.



Another McClane mission, another trashed building.



An early render of *Die Hard Vendetta's* McClane. With a clean vest for once.



AND... ACTION!

Level six's film studio theme saw McClane cursing his way through a sci-fi set, a Wild West area and olde England.









Filed by: Mark Green

There is no Bruce Willis in *Die Hard Vendetta*. Nor are there any of the sneering villains from Die Hard movies 1, 2 or 3. John McClane's ever-suffering wife is nowhere to be seen, and that boo-hiss TV reporter guy doesn't lend his face. Even the game's time period is set a full half-decade after the events of Die Hard With A Vengeance.

Given all this, it's remarkable that one of the most repeated positive criticisms of this hectic first-person shooter is that you actually *feel* like you're in a Die Hard movie. The experience of donning the dirty vest of John McClane and giving the terrorists a really bad day hasn't been bettered before or since.

The lead artist on the game, Bits Studios' Derek Siddle, remembers the pain of trying to give the Gamecube the authentic Die Hard experience. "We wanted to get as many movie characters as possible that players would recognise," he says. "But in the end we only got Reginald Valjohnson (tubby donut-chomping cop Al Powell), and we only secured permission to use his likeness late on."

MUPPETS

"We sent an early copy of Vendetta to the Fox legal department to approve the sounds," recalls Derek. "Then we realised the sound engineer had left some test audio in one of the cut-scenes – the test audio being the theme tune to the Muppets. He never lived that down."

Otherwise *Vendetta* was absent of big stars. No Rickman, Jackson or Willis – which meant an anonymous-looking McClane playing the lead. "I wouldn't like to comment on whether we approached Bruce Willis to take part," says Derek – although the problems of treading into the big man's territory are clear from Derek's comment that they had problems with "the voice actor sounding too much like Bruce". Similarly, working with the morally pure McClane character led directly to 'features' like being penalised for civilian deaths – even when it was

Publisher: Vivendi | Release date: 15th Nov '02
Developer: Bits Studios | Reviewed: **NGC**/74, 80%



Levels: meticulously planned.

Not all of the game's initial art made it into the final game.

a bad guy who'd pulled the trigger. "Not really fair or fun, looking back," admits Derek.

Endless approval wrangles also led to frustration – especially when the first level had to be redesigned at the last minute after Bits lost the rights to use the famous LA museum it was set in. "We had two guys working in shifts to rebuild in two weeks a level that had taken us months to create," recalls Derek.

But in spite of all the missing Die Hard mementos – and the fact that the team of 20-or-so at Bits had never worked on an FPS before – the game is a beaut. McClane's hunt for his kidnapped daughter takes him from a not-at-all-famous museum in LA to the unlucky Nakatomi Plaza, with plenty of big bang set-pieces to enjoy, and the choice of blasting a path through each level or forcing enemies to drop their weapons by grabbing hostages by the neck.

"*Die Hard Vendetta* was originally a game entitled *Muzzle Velocity*," reveals Derek. "A shooter with one guy and his gun versus the world. It had quite a film noir feel, right down to a black-and-white title screen. But it really needed an identity.



HERO TIME

Slo-mo action – originally called an 'adrenaline boost' before worries about potential drug-taking connotations led to a rename.



△ By nipping into rooms at key moments, you can take terrorists hostage and save the world without making a mess.

BATMAX?

```
USRfiles ();
gets (0);
printf ("\n\n%s", ReadLanguage (File (), 9));
printf ("\n\n%s ", ReadLanguage (File (), 10)
gets (file);
f (STRCMPI (file, "0") == 0) counter1 = 1;
f (counter1 != 1)

  printf ("%s ", ReadLanguage (File (), 11));
  for (i=0; i<80; i++)
  {
     ch = getch ();
     if (ch == '\r' || ch == '\n') break;
     if ((ch == '\b') && (i > 0))
```

Derek Siddle's not just an ordinary, run-of-the-mill lead game artists you know. He's an award-winning one. Oh yes. After* Die Hard Vendetta *ran successfully on a test Gamecube for the first time, Derek was awarded 'Coder of the Week' by Bits. He received this for his sterling work "reducing the COMO boxes by 80k, reducing the SkinNodeInfluence structure by 50K, cutting redundant frame data out and reducing BatMaxMap and vertex data". Er… Okay. We're surprised to see Bits handing out awards for a mere 50K's reduction in the SkinNodeInfluence though. We'd have expected at least 75K…

That's when we approached some contacts we'd made at 20th Century Fox, and pitched the idea of a Die Hard game to the studio execs."

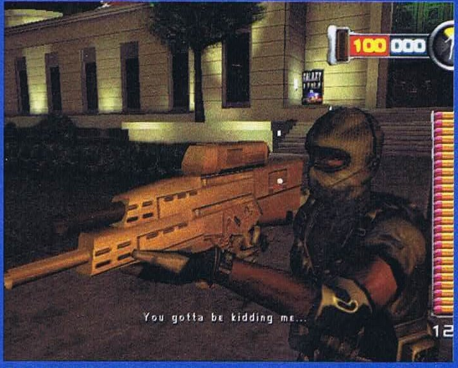
A clutch of above-average Die Hard games had already won fans on PSOne and Dreamcast, so the prospect of a McClane blaster aroused the goose bumps of both Die Hard fans and Gamecube owners. "The main comments we had from people were along the lines of 'Don't mess it up'," Derek says. "No pressure, then."

The first draft of the story was all Bits Studios' work. From there, they collaborated closely with Fox Interactive – the multimedia arm of Fox – to flesh out a final script.

Characters changed: two of the key baddies, Nitric and Apostle, were originally one person before being chopped in two to provide more mid-game bosses. And events altered: a security guard with some "great dialogue" was cut, and smoke bombs were dropped from the main game (but, confusingly, *were* left in the training mode).

> **"DIE HARD VENDETTA WAS ORIGINALLY A GAME CALLED MUZZLE VELOCITY"**

With silky-smooth shooter *Splitters 2* just released, Bits toiled over the controls – including a controversial auto-aim that locked onto enemies. "Auto-aim was an issue right up the end," says Derek. "There's a fine line between helping the player and really narking them off. Generally, the purists don't want any help; the casual gamer wants lots. It's hard to please them both."



△ One of those rare games that raises a chuckle.

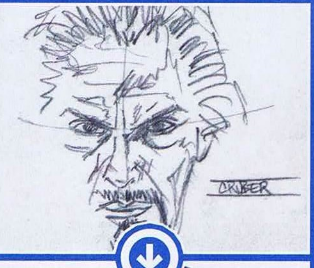


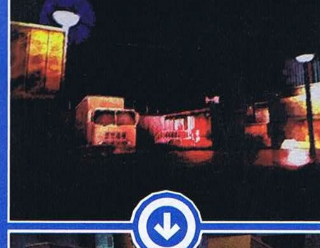
△ "That's my daughter, pal. Daddy is angry."


△ *DHV* character or new-look Enjiki?

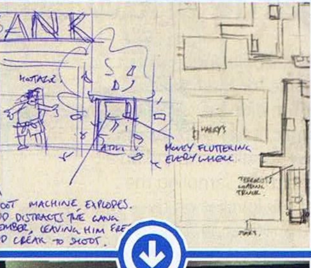
FROM ZERO TO HERO

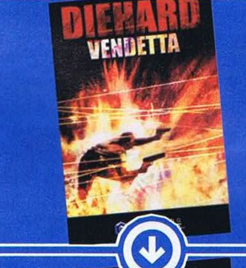
How McClane made the journey from sketchpad to Gamecube disc slot.



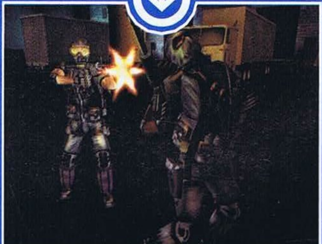


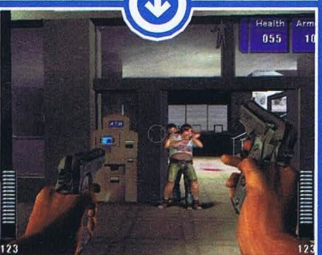














■ Lead baddie Piet Gruber became much more menacing when they decided to put the rest of his face on – and use sinister scare-o-light.

■ *Vendetta's* environments, such as level nine's warehouse exterior here, remained nicely faithful to the original exploratory daubings of the artists.

■ McClane's path through each level – including set-pieces such as this hostage-flaunting bank baddie – started out as pencil on paper.

■ Bah. Stunning conceptual box art, reduced to logo and red splodge. This is the German 'Stirb Langsam' box – it translates as 'die slowly'.

What did please just about everyone, though, was *Die Hard Vendetta's* faithfully mature tone. This was a game absolutely chock-full of violence and, famously, swearing that would have turned your GC purple if it wasn't already.

"The swearing was always in there," says Derek. "Forget the rumours that we were thinking of cutting it back. We did use a toned-down version in Germany and Australia. But we wanted to create a game that did justice to the movies, and if a situation needed strong language we put it in. We were surprised with the 15 rating – we felt sure it would be an 18."

"Long hours and pizza" became commonplace as the deadline approached. Complex stuff that let terrorists work out where to dive for cover was optimised to avoid the GC grinding to a halt; game scripters battled to cater for gamers who'd take advantage of the open-ended structure by, say, dragging a hostage across an entire level; and the multiplayer mode was thrown in the bin to focus on perfecting the solo mode.

Uniquely, *DHV* development was influenced by an official Internet forum, set up by Bits to allow GC owners to yell what they wanted to see. "It was great," says Derek. "But it's probably something we should have done earlier – it was hard to make so many changes that late in. A gold star to the guy who wrote in wanting 'pole-vaulting uzi-toting ninjas', though."

Looking back, Derek regrets that 'Hero Time' wasn't more obvious to people who skipped the manual and tutorial ("We should have learned from the masters – *Zelda* is a great example of how to take the player through gameplay"). And it's a shame that some of the most hectic levels and big guns are tucked away at the end. But Derek is proud of his baby. "We had a good mix of action, stealth, adventure, agility and puzzle – and we gave our enemies awareness about their surroundings. We think *Vendetta* stands out from *GoldenEye*, *Half-Life* and the rest."

> **"WE THINK VENDETTA STANDS OUT FROM GOLDENEYE, HALF-LIFE AND THE REST"**

There was one final hitch just as the team were ready to shout, "Yippee-kay-yay, melon-farmer!". A final version was finished in time to be couriered to Nintendo. "But our testers found that a last-minute change had shortened McClane's jump distance – so it impossible to complete the game. The submission to Nintendo was aborted. How we laughed!"

END GAME



Time now for a regular feature of The Making Of... This will be the place where we find out exactly how the developers celebrated the completion of their games. Did they get whisked off on holiday by the game's publisher, nip down the pub for an all-night bender or immediately launch into a sequel? So what did Bits' Die Hard Vendetta team do? "Sleep!" says Derek. "Looking back, we were walking zombies. Most of us weren't sure what to do with all that spare time after being so absorbed in Vendetta. Some guys found that they'd moved house or even got married without noticing."



WARP ZONE

Where you can nip back to see magazine bits you might have missed…

August 1997: A young and innocent Tim Weaver heads to the biggest game show on earth…

Seven years ago, E3 took place in humid, stormy Atlanta rather than Los Angeles. Jonathan Davies decided to send potty-mouthed Reviews Editor Tim Weaver along. Tim shared a room with current **NGC** Ed Marcus, in a hotel which "only needs flashing neon signs, distant gunshots and a man in a string vest to take us up to our rooms and it could be something out of Taxi Driver".

This was a more innocent time for E3, though. A time when *GoldenEye 007*, *Banjo-Kazooie* and *Conker's Quest* were playable for the first time (although Tim didn't rush off to sample Conker magic, it has to be said). Actually, we recall Tim spending a great deal of time sampling the delights of the lovelies on the *GoldenEye* photo zone. And the Nintendo booth: "Is there a Miss World competition going on here or am I unbelievably good looking?" Fortunately, he became "spellbound" by *Hybrid Heaven*. He was being paid to play games, after all…

"HUGE"
E3 only occupied two floors of the immense Georgia World Congress Centre. There were no real surprises, but N64 did think that, perhaps, *Extreme G* was the finest third-party game on show. Lovely.

"SHIGSTER"
At the show, Miyamoto said: "I'm not here to make movies, I'm here to make videogames, but games are becoming more realistic. In the future, we'll enable people to participate in real-time movies."

HOW TO... make it through E3 alive!

By Tim Weaver

Packing his bags and digging out his passport (photo embarrassingly old), our reporter heads for America in search of the biggest games show on Earth...

"It's showtime!" Um, no. Categorically, no. "The Man From Atlanta!" Forget it. There is no way I'm being the Man from Atlanta. Nope. No. "Georgia on my mind!" Uh-uh, no. "Stars and Sprites!" Absolutely not. Sooooo, how do you begin talking about the greatest show on Earth? Well, you start by saying it was big. And busy. And very, VERY loud. Then you talk about the games...

70 N64 Issue 5 · August 1997 N64 71

"SHOWTIME"
E3 occupied approximately 26 pages of coverage in the issue. Games included: *Banjo-Kazooie, GoldenEye 007, Conker's Quest, Silicon Valley, Bomberman 64, Extreme G, Dual Heroes* and *Lamborghini 64*.

"GREASY"
While in the US, Tim's meals consisted of a mix of: banana bran muffin, croissant, orange juice, egg/cheese/ham bagel, egg/ham wrap, fried chicken, cheese-burgers, chips and pizza. Bumpkin.

SUPER!

VIVA LAS VEGAS!

Going back further still, to the heady days of March 1993 and the yellowing pages of Super Play magazine, we find E3's predecessor, the US Winter Consumer Electronics Show (CES) treated to four pages. And just look at the games on offer: *Star Fox, Aero the Acrobat, Mortal Kombat* "really nice looking", Wayne's World, plus Mario the Movie: "it's finished!" Waa-hoo!



LEGEND OF THE OVERTON

Long-term readers of Super Play/N64/NGC will appreciate this regular feature. It's a shrine to Wil Overton – a place we can pay homage to the Manga-muck-ogling artist who used to 'draw the magazine'. He had world-famous hair (probably all gone now), a phenomenal tolerance to Japan-only RPGs and a talent for saying "flippin 'eck" in wonderfully rich Essex tones. Aw, look at 'im…



NGC SUBSCRIPTION ORDER FORM

INDEPENDENT NINTENDO GAMING

YOUR DETAILS

Title ____________ Initials ____________ Surname ______________________

Address ____

Postcode ______________________ Country ______________________

Tel No (inc STD) ____

Email address ____

We will use the contact details supplied to communicate with you about your NGC subscription. We'd also like to keep you up to date with any special offers or new products/services that may be of interest. If you're happy for NGC, Future Publishing and its sister companies to contact you in this way, indicate here: ☐ email ☐ mobile. If you're also happy for us to pass your details on to carefully selected companies so they can send you relevant information about their products/services, indicate here: ☐ email ☐ mobile.

Please start/extend my subscription with the next available issue at the rate ticked below:

- **By Direct Debit (UK only)** ■ **£8.75 every 3 months for 13 issues during the next 12 months**
- **By cheque or credit card**

■ **UK £35** ■ **Europe £40** ■ **N. America £43** ■ **Rest of world £52*** *airmail

Please choose your method of payment

1. ☐ **Direct Debit** (UK only) I understand I will be paying £8.75 every 3 months.
2. ☐ **Cheque** payable to Future Publishing. Sterling cheques drawn on a UK account.
3. ☐ **Visa** ________ 4. ☐ **Mastercard** ___ 5. ☐ **Amex**
6. ☐ **Switch** Issue No. ________ Valid Date ________ Expires ________

Card No. ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Signature ______________________________ Date ____________

Offer ends 14/07/04 Order Code NGCP95

Instruction to your Bank or Building Society to pay Direct Debits.

future publishing — DIRECT Debit

Originator's Identification Number 7 6 8 1 9 5

Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6BR.

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

______________________ Bank/Building Society

Address ____

______________________ Postcode ____________

2. Name(s) of account holder(s)

3. Branch sort code (from the top right-hand corner of your cheque)

4. Bank or Building Society account number

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this Instruction may remain with Future Publishing and, if so, details will be passed electronically to my Bank or Building Society.

Signature(s) ______________________ Date ____________

Ref No. (Office use only)

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

You may photocopy this blank form and then complete it.
You cannot fax or email Direct Debit forms.

UK readers return this coupon by FREEPOST to:
NGC Magazine, Future Publishing, FREEPOST BS4900, Somerton, Somerset, TA11 6BR

Overseas readers return this coupon (postage payable) to:
NGC Magazine, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB, UK

Please indicate if you do NOT wish to receive relevant information about special offers or products/services from NGC, Future Publishing or any of its sister companies by ☐ post or ☐ telephone. Please indicate if you do NOT wish us to pass your details on to other carefully selected companies to enable them to contact you about their products/services by ☐ post or ☐ telephone.

1 We have the **BEST WRITERS,** the best sources, and the best, most in-depth reviews in the world

2 We secure the big **EXCLUSIVES** and provide you with the most exhaustive tips

3 We're the only **NINTENDO** mag you can trust – we always tell you how it is

4 And now we're giving you the chance to receive NGC for just

£8.75 EVERY 3 MONTHS

HOW TO SUBSCRIBE

Post
Complete the form on the left and post FREE in the UK to the address shown.

Telephone
+44 (0)870 444 8653

Please quote order code NGCP95. Lines are open 24 hours a day. Overseas Hotline: +44 1458 271100

Website
https://secure.widearea.co.uk/cisubs/FPL/NSF/WEB95

Order code
NGCP95

Offer ends
14.07.04


SUBSCRIPTIONS
Don't miss a single issue of NGC magazine. Ever!
GET YOUR HANDS ON 3 ISSUES OF NGC
FREE!
PLUS
FREE PAD!
JOYTECH
GET A FREE
JOYTECH™
ADVANCED CONTROLLER
WHEN YOU SUBSCRIBE TO NGC TODAY!
Unbelievable, yet true! Get the greatest games magazine in the world delivered to the comfort of your own home for free – and receive a JOYTECH Advanced Controller completely free of charge!
JOYTECH are well known here at NGC for their wide range of quality gaming accessories – that's why we give a selection to the writer of our Star Letter each month. Gaming gear like their Portable Monitor never fails to impress, and their GameCube™ Advanced Controller's no slouch either, with its vibration activation switch, high quality feedback motor and easy operation Z button (which might make life on *Mario Kart* a heck of a lot easier…)
Simply subscribe to your favourite independent Nintendo magazine and the JOYTECH Advanced Controller is yours free of charge. Bargain!

Hey ladies! it's a funky poster for you to cut out and keep!

NINTENDO DREAM DATE #1

REGGIE FILS-AIME

"I'm about kicking ass..." "I'm about taking names..."

Kind regards

Reggie

Partymob.com makes more of your mobile 09061 922974

MONOPHONIC, POLYPHONIC AND TRUE TONES

MONOPHONICS FOR • NOKIA • SAGEM • SAMSUNG • MOTOROLA • SIEMENS
POLYPHONICS FOR • NOKIA • SAGEM • SAMSUNG • SHARP • PANASONIC • MOTOROLA • SONY • SIEMENS • LG • O2 ACTIVE • SENDO
TRUE TONES FOR • NOKIA • SAGEM • SONY ERICSSON • PANASONIC

EVERYTIME - britney spears	114022	LAST DROP - kevin lyttle	113914
LUV IS COOL - system of life	113985	LETS GET IT STARTED - the black eyed peas	113232
F.U.R.B - frankee	113917	JIGGA JIGGA - scooter	113891
INSANIA - peter andre	113590	NOW WE ARE FREE - gladiator feat izzy	113918
MASS DESTRUCTION - faithless	113959	CRUSH - paul van dyk	113866
MY BAND - d12 #	113795	ON MY KNEES - the 411	113925
CAUGHT IN A MOMENT - sugababes	113979	MUSICOLOGY - prince	113915
3 AM - busted	113975	BREAKING THE HABIT - linkin park	113955
CHOCOLATE - kylie minogue	113977	BUBBLIN' - blue	113980
ROSES - outkast	113806	SEE IT IN A BOY'S EYES - jamelia	113983
TAKE ME TO THE CLOUDS ABOVE - lmc vs u2	113456	NO PRESSURE - lemar	113984
BURN - usher	113800	IN THE PARK - demon feat awa	113958
YOU'RE FIT BUT DON'T YOU KNOW IT - the streets	113880	TOUCH ME - angel city feat lara mcallen	113969
TRICK ME - kelis	113804	IT CAN'T BE RIGHT - 2 play feat raghav	113973
EVERYBODY'S FOOL - evanescence	113833	DOWN - blink 182	113944

All tones are monophonic and polyphonic.... Now look for the # symbol for true tones
TRUE TONES sound just like the real thing! Yes, Real music with real singing! (Not original artists)

CHART

TOXIC - britney spears#	113435
LEFT OUTSIDE ALONE - anastacia	113616
CRICKETS SING.- emma bunton	113877
SUMMER SUNSHINE - the corrs	114023
MYSTERIOUS GIRL - peter andre #	113591
SUPERSTAR - jamelia #	113055
AIR HOSTESS - busted	113414
CRASHED THE WEDDING - busted #	113151
SINGLE - natasha bedingfield	113888
WHITE FLAG - dido #	112837
ALL THIS TIME - michelle mcmanus	113437
5 COLOURS IN HER HAIR - mcfly	113743
MANDY - westlife #	113228
MAD WORLD - michael andrews..	113303
LAST TO KNOW - pink	113807
WHAT ABOUT ME - shannon noll	113629
BREATHE EASY - blue #	113599
SO BEAUTIFUL - pete murray	113623
JUMP - girls aloud #	113163
BABY I LOVE U - jennifer lopez #	113353

DANCE

COME WITH ME - special d	113678
SUNNY - boogie pimps	113830
NO MATTER WHAT..- benny benassi	113575
HEAR MY NAME - armand van helden	113827
PLUG IT IN - basement jaxx feat..	113698
FLY ON THE WINGS.. - xtm	112705
FEELING FINE - ultrabeat	113288
PRETTY GREEN EYES - ultrabeat	112877
RHYTHM IS A.. - snap vs cj stone #	112485
I LIKE IT - narcotic thrust	113844
SOMEBODY TO LOVE - boogie pimps	113359
ALOUD - bob o'lean	113968
SATURDAY NIGHT - ud project	113626
SURRENDER - lasgo	113840

R'N'B

F*** IT (I DON'T WANT..) - eamon #	113519
YEAH - usher feat ludacris & lil jon	113546
DIP IT LOW - christina milian	113802
HOTEL - cassidy feat r kelly	113514
ONE LAST DANCE - sarah connor	114016
BOUNCE - sarah connor	114025
I DON'T WANT TO KNOW - mario winans	113805
NAUGHTY GIRL - beyonce ft lil kim	113292
BABY BOY - beyonce ft sean paul #	112933
THANK YOU - jamelia	113455
BREATHE - blu cantrell ft. sean paul #	112521
IGNITION - r kelly #	112588
ALL I HAVE - jennifer lopez feat ll cool j #	112359
I BELIEVE I CAN FLY - r kelly #	113060

ROCK

SWEET CHILD O MINE - guns n roses #	111258
THIS LOVE - maroon 5	113842
BLACK BETTY - spiderbait	113761
NOVEMBER RAIN - guns n roses #	112596
BAT OUT OF HELL - meat loaf #	111286
I BELIEVE IN A THING..- the darkness	112972
ENTER SANDMAN - metallica #	111371
LIVING ON A PRAYER - bon jovi #	111376
IN THE SHADOWS - rasmus	113081
VOODOO CHILE - jimi hendrix	111305

PARTY TIME

CHA CHA SLIDE - dj casper	113506
DING DONG SONG - gunther & the sunshine..	113962
BUILD ME UP..- the foundations #	113009
I'M YOUR MAN - shane richie	113289
SUMMER OF 69 - bryan adams #	112531
U CANT TOUCH THIS - mc hammer #	111616
ONE STEP BEYOND - madness#	111278

1 CALL GETS 3 RINGTONES

RAVE · 119925	INDIE CLASSICS · 119940	RED HOT CHILI'S · 119954
OUT OF SPACE · *Prodigy*	BITTER SWEET SYMPHONY · *Verve*	BY THE WAY
RHYTHM IS A DANCER · *Snap*	THERE SHE GOES · *The La's*	UNDER THE BRIDGE
EBENZEER GOODE · *Shamen*	WONDERWALL · *Oasis*	CALIFORNICATION

EMINEM HITS · 119955	HIP HOP CLASSICS · 119939	SOFT ROCK · 119945
CLEANING OUT MY CLOSET	CALIFORNIA LOVE · *Dr Dre & Tupac*	FINAL COUNTDOWN · *Europe*
SUPERMAN	REGULATE · *Nate Dogg & Warren G*	LIVING ON A PRAYER · *Bon Jovi*
STAN	GANGSTAS PARADISE · *Coolio*	EYE OF THE TIGER · *Survivor*

THEMES

BIG BROTHER	111342
MISSION IMPOSSIBLE	111121
THE SIMPSONS	111132
EXORCIST	111871
ONLY FOOLS & HORSES	111369
ROCKY - jogging theme	112481
AXEL F - beverley hills cop	111601
I'LL BE THERE.. - the rembrandts #	111152
PHOENIX NIGHTS	112364
THE OC - CALIFORNIA - phantom planet	113967
GOOD BAD & THE UGLY	111181
MUPPETS	111134
DIRTY DANCING	111249
THE A TEAM	111115
ROCKY - main theme	111141
THE OFFICE	112363
SEX & THE CITY	111673
HARRY POTTER	111548
BENNY HILL	111139
STAR WARS - main theme	111125
TOP GUN	111860
KNIGHT RIDER	111127
PINK PANTHER	111133

REGGAE

TURN ME ON - kevin lyttle #	113100
NO WOMAN NO CRY - bob marley #	111331
I'M STILL IN LOVE..- sean paul ft sasha #	113410
DUDE - beenie man feat ms thing	113702
GET BUSY - sean paul #	112634

HIP HOP

CH-CHECK IT OUT - the beastie boys	113936
99 PROBLEMS - jay z	113989
WHERE IS THE LOVE - the blk eyed peas #	112890
SHE WANTS TO MOVE - n.e.r.d	113539
HEY YA - outkast#	113176
P.I.M.P - 50 cent#	112599
HEY MAMA - the blk eyed peas #	113460
MILKSHAKE - kelis#	112885
MY BABY - bow wow ft jagged edge	113997

TRADITIONAL

SWING LOW SWEET CHARIOT #	113108
FLOWER OF SCOTLAND - lulu	113113
JERUSALEM - lesley garrett	113117
LAND OF MY FATHERS	113110
WALTZING MATILDA	113677
HAVA NAGILA - jewish wedding song	113654

CLUB CLASSICS

I CAN'T HELP MYSELF - lucid	113956
INSOMNIA - faithless #	111569
SANDSTORM - darude	111290
CAFE DEL MAR - energy 52	111386
LET ME BE YOUR FANTASY - baby d #	113015

ESSENTIAL

IN DA CLUB - 50 cent #	112440
HEAVEN - dj sammy #	112229
LOSE YOURSELF - eminem #	112289
DILEMMA - nelly ft kelly rowland #	112221
CRAZY IN LOVE - beyonce knowles #	112707
SATISFACTION - benny benassi #	112751
THE LOGICAL SONG - scooter #	111965
CASTLES IN THE SKY - ian van dahl #	111270
YOU'RE A SUPERSTAR - love inc	112329
SMOOTH CRIMINAL - alien ant farm	111377
BECAUSE I GOT HIGH - afroman	111454
IGNITION - REMIX - r kelly	112642
CAN'T GET YOU OUT.. - kylie #	111388

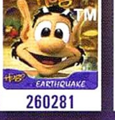
HELP & COMPATIBILITY

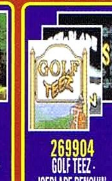
Before you order:-
check which products your phone can handle and how to save them. Call:-
0871 222 5321

Telephone **09061 922974** (UK) **1580 116977** (IRE € 2.40 per min) *and input the number of the ringtone you want!*
RINGTONE SMS ORDER (UK): *Send* TONE *or* POLY + NUMBER + MAKE *to* 87010 *Example* TONE 112554 NOKIA *Example* POLY 112554 NOKIA
TRUE TONE SMS ORDER (UK): *Send* TRUE + NUMBER + MAKE *to* 87010 *Example* TRUE 111331 NOKIA
True tones are available for WAP enabled Nokia 3300, 3600, 3650, 6600, 7650, N-Gage, Sony Ericsson P800, P900, Sagem MYX-6, MYV-65, Panasonic X70

MOBILE GAMES

• NOKIA • SIEMENS • SHARP • MOTOROLA • SAMSUNG • SONY ERICSSON • SAGEM • LG

LOTUS CHALLENGE CITY RACING 260260

HOVERCRAFT RACERS 260296

THE DAY AFTER TOMORROW
Four months ago one of the ice shelves in Antarctica broke off, trigger chain of climatic events unlike anything human civilization had ever witnessed.
(TM) & © 2004 Twentieth Century Fox Film Corporation. All rights reserved.
260304

Mobile SOCCER manager 260227

Hugo 260281

Steve Davis SNOOKER 260297

PUB DARTS 260299

DOWN 260289

BRICKS powered by wireless wizards 260211

POOL CHALLENGE 260246

COLLISION COURSE 2004 NEW 260303

Partymob MOTO X NEW 260305

Golfalot Tour Golfalot Lake 260275

Garfield 260290

1 CALL GETS 3 GAMES



269901 · SHARK ATTACK · RED HOT ROCKS · FORGE A FORTUNE ·

269902 · NEW SKOOL SKATER · ESCAPE MASTER · BLACK WIDOW ·

269903 · FRUIT MACHINE · MOON TAXI · BIG TREE ·

269904 GOLF TEEZ · ICEBLADE PENGUIN · CHAINS ·

Telephone **09061 922974** (UK) **1580 116977** (IRE € 2.40 per min)
SMS ORDER (UK): *Send* JAVA + NUMBER *to* 87010 *Example* JAVA 260105
Before you order visit our wapsite wap.partymob.com for compatibility! Java games require a wap enabled mobile to download.

PICTURES MESSAGES

• NOKIA • SONY ERICSSON • SIEMENS • SAMSUNG



ALFIE 142161	I LOVE U THIS MUCH 141717	Angel Until Naked 142110	No Msg Just A KISS! 141445	Men at Play 141304
Sexy devil 141322	ENGLAND 142331	142256	almost an Angel 141055	I AM NUTS ABOUT YOU 141668
NAUGHTY BOY GO TO MY ROOM! 141795	Bobby Moore 141560	summer lovin' 141462	Bite Me I'm Juicy 141651	141811
THIS BITCH BITES 141261	I Luv You Sexy 141013	DAMN RIGHT I'M GOOD IN BED I CAN SLEEP FOR DAYS 141844	MEN ARE LIKE ROSES, WATCH OUT FOR THE PRICKS! 141780	BOY RACER 141245
THE FAST AND THE FURIOUS 141242	IRELAND 142341	SCOTLAND 142347	DANGER FART ALERT 141070	Toucha My Phone I Slappa Your Face! 141286

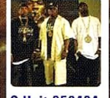
Order:- **09061 922974** (UK) **1580 116977** (IRE€ 2.40 per min)
SMS: *Send* PICT + NUMBER + MAKE *to* 87010 *Example* PICT 141289 NOKIA




COLOUR WALLPAPER

• NOKIA • SONY ERICSSON • SIEMENS • SAMSUNG • SAGEM







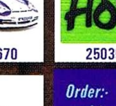


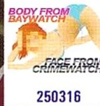










Kelly 252569	Jodie 252563	Holly 251404	Jordan 251417	Brad 252789	258149	252173	252180	250353	250323	250317
Christina 252288	G-Unit 252424	Jessica 252777	Snoop Dogg 252358	Rachel 252480	258111	258116	251670	250357	250316	250324
Zoe 252770	Anna 251111	Spiderman 251994	Spiderman 251955	Christina 252323	258142	258119	251682			

Order:- **09061 922974** (UK) **1580 116977** (IRE € 2.40 per min)
and input the number of the wallpaper you want!
SMS ORDER (UK): *Send* CPICT + NUMBER *to* 87010
Example CPICT 250013
Requires a wap enabled mobile to download. Celeb pix are distributed under license!

Available from
gamestation
For your nearest store call
0870 112 1111

TOM CLANCY'S

The award winning game arrives on
NINTENDO GAMECUBE

RAINBOW SIX® 3

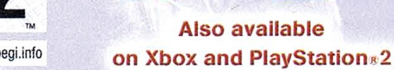
THE MOST INTENSE FIRST PERSON SHOOTER ON GAMECUBE

Lead your 3 AI team-mates through 15 realistic, all action missions

Play missions cooperatively in split screen with a friend

Master an arsenal of more than 30 high spec weapons

12+
www.pegi.info



Also available on Xbox and PlayStation®2

COMING SOON



www.rainbowsix3.com



